

BRINGING EXCLUSIVES TO YOUR DOORSTEP EVERY WEEK

75P  
Every Thursday

# GAMES-X

13th - 19th  
Feb '92  
Issue 42

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

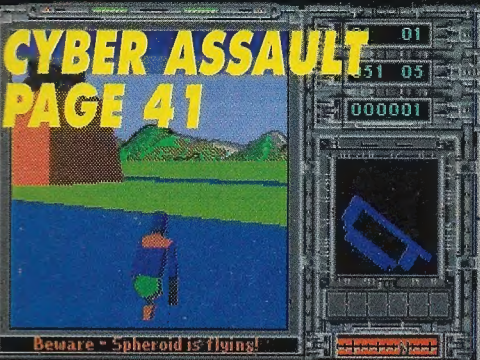
## EXCLUSIVE:

**GLOBAL EFFECT**  
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## EXPLORED:

**CYBER ASSAULT**  
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- ★ PRO FOOTBALL - SUPER FAMICOM
- ★ STEEL EMPIRE
- ★ STORM MASTER
- ★ TOKI - MEGA DRIVE
- ★ CLIK CLAK
- ★ MATRIX CUBED
- ★ THE MANAGER
- ★ PLUS MANY MORE...



## EXCLUSIVE RACING ACTION IN INDY HEAT

**COMPO**

FAB PRIZES UP FOR GRABS IN OUR DIXONS COMPO p.7



THE FIRST SHOWING OF RACE DRIVIN' PAGE 42



CROCODILE WORLD - MEGA DRIVE PAGE 22



MORE FOR YOUR MONEY PAGE 34

SEVEN PAGES PACKED WITH HINTS, TIPS AND CHEATS

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## ROBOCOD OLYMPICS '92



The most successful near-licence character of all time, James Pond, aka Robocod, is about to send up the biggest commercial interest this year, the Barcelona Olympics.

Yes, James Pond will be competing a sub-aqua Olympic games, parodying the game industry's tendency to exploit anything that moves... and everything that doesn't!

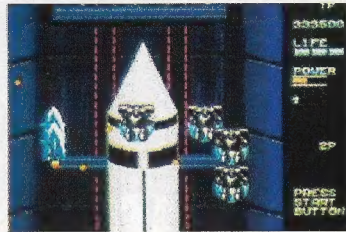
To be released when the games commence, **Robocod Olympics '92** will

contain various parallels. However, throwing pikes will replace the more traditional javelin and flat fish take over from the discus. More news as we get it!

## VAPOR TRAIL

Renovation's top-selling, award winning console shoot'em-up, **Vapor Trail**, is to be released on Amiga. This blistering, fast-moving blast has rekindled a nation's interest in traditional dodge and fire, with some extraordinary graphics and explosive firepower.

You pilot a futuristic fighter-jet



armed to the nose-cone with weaponry, and face a constant flow of both ground-based and airborne enemies.

There's one or two-player options and you're given a choice of aircraft for the assault, with each plane having its own strengths and weaknesses. For example: the Valkyrie bomber is slow but awesome, and the Silph fighter is lightning fast but offers less firepower.

This is a bloomin' good blast so look out for its imminent release on Sega, and on Amiga in autumn '92.

## SUPER GOLF

Golf on a hand held? Yep, **Super Golf** on the Game Gear is a full-colour golf simulation which boasts a variety of features normally associated with a 16-bit game. These include club and iron selection, wind direction, along with swing and snap.

With on-screen icons, you select the angle of shot, spin or slice and you can set up tournaments with four players competing. Check out Super Golf in the shops now on Sega Game Gear.



## LITTLE MERMAID

Disney's endearing cartoon the **Little Mermaid** was a best-seller on the NES and now it's being produced for the Game Boy. Featuring five aquatic levels, the game includes all the major



characters: Ariel, Prince Eric, Flounder and Scuttle.

As Ariel you have to dodge lobsters, electric eels and spineballs, while snaring fierce fish to render them harmless.

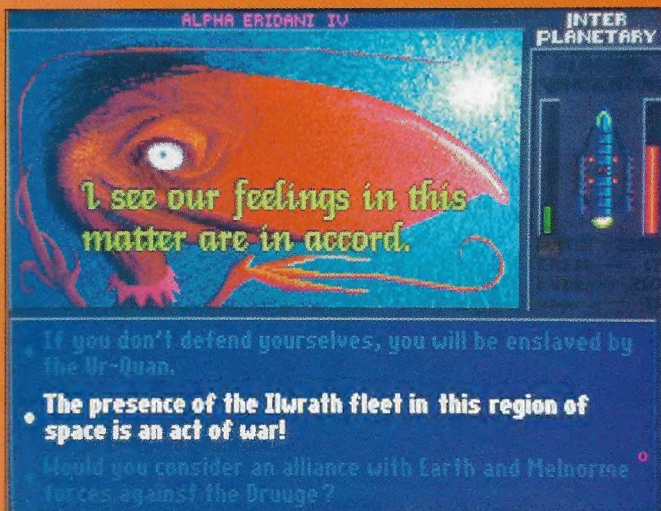
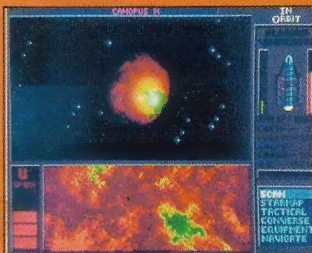
The biggest battle however, is against the evil Ursula, the despicable queen of the deep who has frozen one ocean and turned another into a sea of flames. Release on Game Boy is scheduled for June 1992.

# STAR CONTROL

**D**escribed as a hybrid action/role-playing adventure this space sci-fi soap is the sequel to the award winning **Star Control**, designed by Paul Reiche III.

**Star Control II** combines stunning space combat with an intricate plot of adventure and puzzle solving. There are plots within plots and so it's not just a case of blasting aliens. Travelling through hyperspace you can explore and liberate over 500 unique star systems of planets and moons. Technically, **Star Control** is impressive with 3D rotational planets and fractal-generated planet surfaces.

The close-quarter contact action shows detailed alien characterizations and explosive combat scenes. **Star Control II** is being developed on PC with a release date of July '92. An Amiga version is being discussed as we write.



# BEAST WRESTLER

**W**WF looks really tame compared with the wrestling arena of the future, where grapple fans lust after beast blood.

In **Beast Wrestler** horrible mutant monsters bite and claw each other into submission. In addition to unarmed combat you can select from a variety of vicious-looking weaponry.

On the whole however, the game is a beast beat'em-up which is very simplistic in content. Nevertheless, it's a colourful spectacle with game control being quick and accurate.

Look out for it in the shops this month on the Master System, from US publisher Renovation.



# SHERLOCK HOLMES

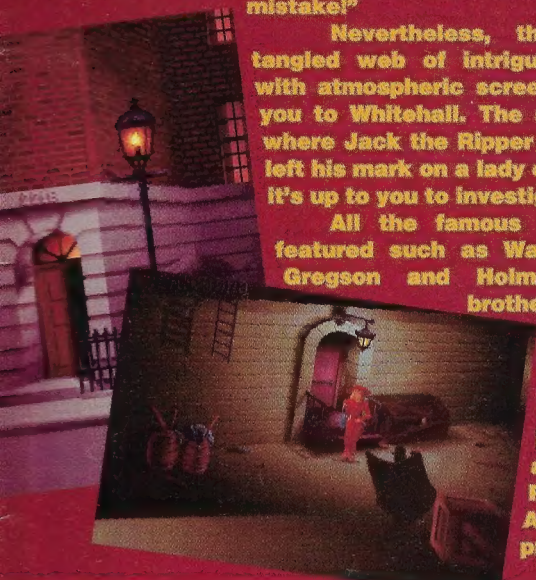
Conan Doyle's excellent stories, crimes and characters make for excellent role-playing. Now Electronic Arts presents *Sherlock Holmes: The Case of the Serrated Scalpel*. Here you are given the opportunity to don a deerstalker and cape to take part in a murder mystery.

The game is being developed in the States where they think your average Englishman can often be heard declaring "Cor blimey, it's a real pea-souper and no mistake!"

Nevertheless, the story is a tangled web of intrigue and mystery with atmospheric screens transporting you to Whitehall. The scenario is one where Jack the Ripper has once again left his mark on a lady of the night, and it's up to you to investigate.

All the famous characters are featured such as Watson, Lestrade, Gregson and Holmes's academic brother, Mycroft.

*Sherlock Holmes's Case of the Serrated Scalpel* will be available in autumn on the PC, with an Amiga version promised later.



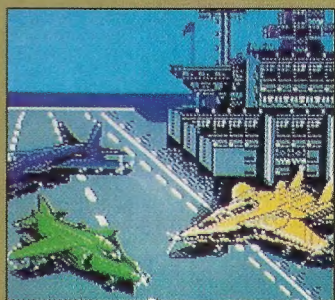
## DARKWING

The Disney character modified more than any other, Donald Duck, is now appearing in a new TV series. *Darkwing* the Duck is a bungling but endearing detective who, with his sidekick Launchpad, embarks on the usual predictable adventure-cartoon scrapes.

Now *Darkwing* is being produced for the NES with the detecting duo fighting

against their arch-enemies, such as Megavolt, Bushroot, Quacker Jack and Steel Beak.

The graphics and sound are state-of-the-art with some very taxing arcade predicaments and infuriating puzzles.



# ULTIMATE COMBAT

*Ultimate Air Combat* is being widely acclaimed as the most realistic flying simulation ever produced for a console.

In this arcade/shoot'em-up the effect of bank, dive and 360 degree roll is dynamic, as you participate in air-to-air combat and ground assaults.

The game includes a total of 33 missions staged over nine levels. Action includes oilfield assaults, sea strikes, jungle raids and harbour attacks. The game is destined for release on Super NES this summer. Watch out for more news as we get it.

# INSIDE INFO

## Best of the Bunch

### Budget Bonanza 34

GX helps you to save money with a double helping of the best budget software around including 10 reviews, along with Brian's recommended games.

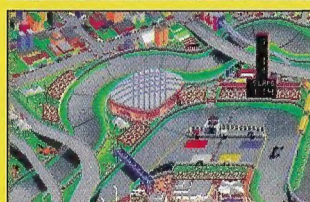


### Street Talk 40

Find out who the winner is of the Sega Mega Drive in the Pacmania Challenge. Oh, the excitement's too much.

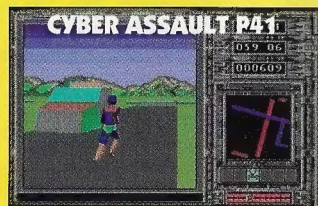
### Compos 9 & 37

## Game of the Week



### Indy Heat 12

Exclusive: Your first chance to hit the track with Storm's excellent racing game.



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Get your first taster of ARC's Cyber Assault, Race Drivin' from Domark and Global Effect from Millennium.

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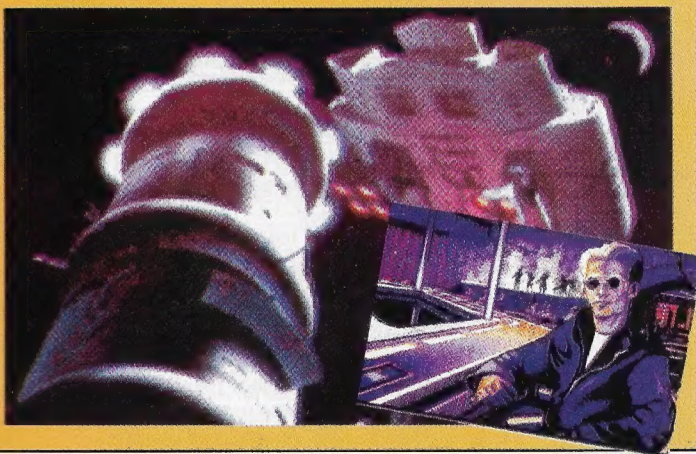
# FREDERICK POHL'S GATEWAY

**F**rederick Pohl's Gateway was acclaimed as being the most influential sci-fi concept since 2001 AD. In this graphical spectacular you take the role of mercenary-cum-pro prospector on an ancient, preordained mission searching for knowledge and technology.

If you discover the terrible secret which lies in the vastness of space, you will immediately be locked into battle with a ruthless race of usurpers.

This is stunning RPG with hundreds of venues and an abundance of alien races to interact with.

Designed by graphical/adventure design leader, Legend, the game will feature first on PC in the summer with other formats planned in '93.



## NINTENDITIS

US Doctors are treating more and more kids for **wrist tendon problems** and cramps in the hand. These problems are induced by continuous playing with console control units.

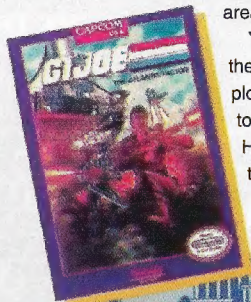
This is a complaint caused by continuous and repetitive hand movement and is suffered by many touch-typists. The docs recommend that you pause every half-hour or so, have a cup of tea and loosen the old digits up.

Incidentally, according to the Independent newspaper, the medical term for this unpleasant muscular complaint is 'Nintenditis'. Can you believe it?

Game Boy version is expected in the autumn, again from Capcom.

Gameplay takes you through six separate missions as you fight with hand-to-hand combat and awesome, high-tech weaponry through a total of 15 areas.

You are given the option to plot a course to the Cobra HQ to destroy the enemy's top-secret weapon.



## GI JOE

GI Joe: the Atlantis Factor is one of the top selling licences on NES which now looks set for UK release in March. A

## ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Action Fighter	Kiwx	8-bit	£3.99	16/2/92
		Amiga,ST	£7.99	16/2/92
Brides of Dracula	Gonzo	Amiga,ST	£25.99	21/2/92
		C64	£15.99	21/2/92
Cluk Clak	Gonzo	PC	£29.99	14/2/92
		Amiga	£25.99	14/2/92
		C64	£10.99	14/2/92
Dragons of Flame	Kiwx	8-bit	£3.99	16/2/92
		Amiga,ST	£7.99	16/2/92
Eco Quest	Sierra	PC	£39.99	14/2/92
Four Most Cute	Alternative	8-bit	£3.99	14/2/92
Grid Runner	Lynx	Lynx	£29.99	21/2/92
Kwik Snax	Accolade	PC	£7.99	14/2/92
Magic Candle 2	Electronic Arts	PC	£34.99	14/2/92
Poker	Accolade	PC	£14.99	14/2/92
Populous 2	Electronic Arts	ST	£29.99	14/2/92
Reach for the Skies	Acclaim	ST,PC	£35.99	14/2/92
Red Barron	Sierra On Line	Mac	£34.99	14/2/92
Robocop 3	Ocean	ST	£25.99	17/2/92
Rolling Thunder	Lynx	Lynx	£29.99	14/2/92
Spellbound	Sizzlers	Amiga,ST	£9.99	14/2/92
Star Trek	Electronic Arts	PC	£34.99	14/2/92
Super Space Invaders	Domark	PC	£34.99	17/2/92
Team Yankee	Commodore	CDTV	£34.99	14/2/92
Top Gun 2	Acclaim	PC	£35.99	20/2/92
Top Wrestling	Linel	Amiga	£25.99	17/2/92
Traders	Linel	Amiga	£25.99	14/2/92
World Class Soccer	Lynx	Lynx	£29.99	17/2/92
World Series Cricket	Soundware	Amiga	£30.99	20/2/92

## 2 CLASSIC TITLES NOW AVAILABLE FOR YOU TO ENJOY

Have you got a Miner Willy?  
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**Go get 'em boy!!!**

Retailers: If you are having any difficulties obtaining these classic titles, please call Computer Software Distribution - (061) 371-8423



# SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	★	<b>FORMULA 1 GRAND PRIX</b> House: MICROPROSE Team: GEOFF CRAMMOND
2	▼	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
3	▼	<b>DIZZY'S EXCELLENT ADVENTURES</b> House: CODEMASTERS Team: VARIOUS
4	▼	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
5	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
6	▼	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
7	★	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
8	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
9	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
10	▲	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
11	▲	<b>CARTOON COLLECTION</b> House: CODEMASTERS Team: VARIOUS
12	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
13	▼	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS
14	▲	<b>2 HOT 2 HANDLE</b> House: OCEAN Team: VARIOUS
15	▼	<b>SUPER SPACE INVADERS</b> House: DOMARK Team: THE KREMLIN
16	★	<b>FOOTBALL CRAZY CHALLENGE</b> House: ANCO Team: DINO DINI
17	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
18	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
19	★	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
20	★	<b>FUN SCHOOL 4 (OVER 7)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE

1	◆	<b>BUBBLE DIZZY</b> House: CODEMASTERS Team: LYNDON SHARP
2	◆	<b>ROBOCOP</b> House: HIT SQUAD Team: PETER JOHNSON
3	▲	<b>GHOULS 'N' GHOSTS</b> House: KIXX Team: SOFTWARE CREATIONS
4	◆	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▼	<b>FIRST DIVISION MANAGER</b> House: CODEMASTERS Team: CYRUS SOFTWARE
6	▲	<b>DOUBLE DRAGON 2</b> House: TRONIX Team: BINARY DESIGN
7	★	<b>EDD THE DUCK</b> House: ZEPPELIN Team: IN HOUSE
8	▼	<b>THE NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
9	★	<b>RAINBOW ISLANDS</b> House: HIT SQUAD Team: GRAFTGOLD
10	★	<b>RICK DANGEROUS</b> House: KIXX Team: CORE

1	★	<b>FORMULA 1 GRAND PRIX</b> House: MICROPROSE Team: GEOFF CRAMMOND
2	▼	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
3	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
4	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
5	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
6	▲	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
7	★	<b>FOOTBALL CRAZY CHALLENGE</b> House: ANCO Team: DINO DINI
8	▲	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
9	▼	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY
10	★	<b>PGA TOURNAMENT COURSE DISK</b> House: ELECTRONIC ARTS Team: BLUE SKY SOFTWARE

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	▲	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
4	▼	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
5	★	<b>2 HOT 2 HANDLE</b> House: OCEAN Team: VARIOUS
6	▲	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
7	◆	<b>REALMS</b> House: VIRGIN Team: GRAFTGOLD
8	★	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
9	▼	<b>KNIGHTMARE</b> House: MINDSCAPE Team: TONY CROWTHER
10	★	<b>SUPER SPACE INVADERS</b> House: DOMARK Team: THE KREMLIN

1	▲	<b>EYE OF THE BEHOLDER 2</b> House: US GOLD Team: SSI
2	▲	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	★	<b>FUN SCHOOL 4 (OVER 7)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
4	★	<b>FUN SCHOOL 3 (5-7)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
5	▼	<b>JAHANGIR KHAN SQUASH</b> House: KRISALIS Team: IN HOUSE
6	★	<b>GUNSHIP 2000</b> House: MICROPROSE Team: MPS LABS
7	▲	<b>F-117A STEALTH FIGHTER 2.0</b> House: MICROPROSE Team: MPS LABS
8	★	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
9	★	<b>BATTLE COMMAND</b> House: OCEAN Team: REALTIME SOFTWARE
10	★	<b>EMLYN HUGHES ARCADE QUIZ</b> House: AUDIOGENIC Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ☆ Re-entry

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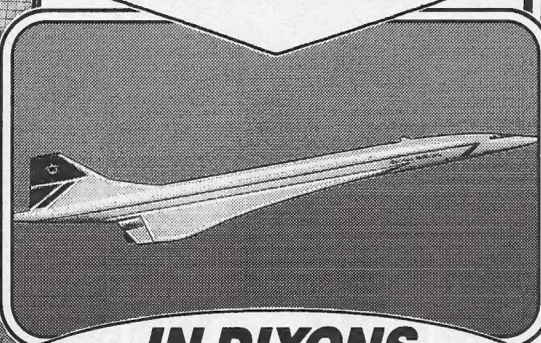
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Address \_\_\_\_\_

\_\_\_\_\_ Postcode \_\_\_\_\_

Date of birth \_\_\_\_\_ Tel No. \_\_\_\_\_

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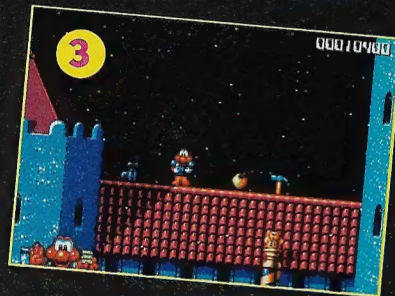
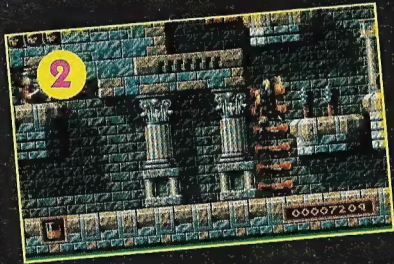
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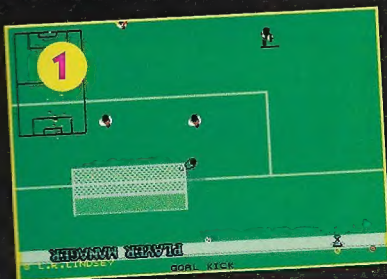
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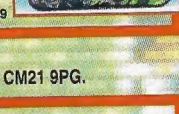
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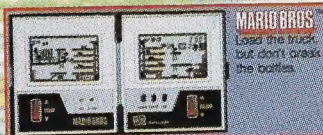
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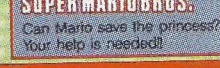
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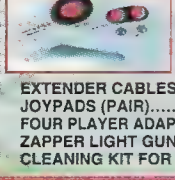
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# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**



The higher the rating the better the game

ALEX seen here with lots of little white lines all over his face. Heaven knows what Rob was thinking of when he did this! Anyway, our Alex has gone and got him self a pair of goggles and he doesn't 'arf look distinguished.

BRI looking moody here obviously posing for the next Manchester United Fan Club Celebrity Jigsaw Puzzle. Since his birthday a couple of weeks ago Big Unc has refused to peel his Man Utd top from his back. Can you imagine the stench?

NICKY NOO our resident games tester who, when given the job of reviewing a game, is always mysteriously lumbered with having to evaluate the real rubbish. Poor of Nicky just seems to suffer from the luck of the draw. Never mind eh?



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

PC  
IBM PC

£25.99 OUT OCTOBER



Which formats are available, followed by a comparative evaluation, the price and the release date.



At the end of a race the positions are shown on the podium. Should you have a lower placing than a computer driver then that is game over, unless of course you have a continue remaining

You can tell what the fastest route around this track is because lots of cars have driven it before, wearing out a racing line for you to follow

# INDY HEAT



Feel the  
wind  
rushing

through your hair (I thought they wore helmets? - Ed) as you take to the tarmac for the conversion of Leland's arcade game.

osing! You know the feeling, it happens when you are burned off by a Porsche Carrera at the traffic lights. Well, now you can experience completely the opposite sensation with Indy Heat.

Here you'll find yourself strapped into the seat of a powerful Indy car as you attempt to race through 10 circuits. There are five cars on the track during every race and this means

The tension is mounting as the drivers sit waiting for the off. Ahead of you lies a number of painstaking laps to complete before reaching the chequered flag



that there will always be a computer opponent around to annoy you during each race, even with the three-player mode active.

The races consist

of a number of laps, each unique to a particular circuit. When you have completed them all you'll be awarded money, the amount depending on the position in which you eventually finished.

These winnings can be spent on various upgrades to make your car perform even better on the day.



## SPENDING THE LOLLY

- 1 For that turbo boost buy these, to activate push up on the joystick
- 2 These will help you slow down that bit quicker!
- 3 Tyres give the car more grip and allow for a tighter turning circle
- 4 During a race time can be lost by pulling into the pits, increasing the crew members salaries makes them work a little bit quicker
- 5 Feeling lazy? Don't worry, the computer can select what to purchase, letting you enjoy the racing
- 6 There's nothing like speed, and that's exactly what you can get by buying a better engine!
- 7 Your car has low fuel efficiency but this can be improved by getting a bigger petrol tank. Now you don't have to perform a pit stop



## TEARING UP THE TARMAC

- A This gorgeous looking car is driven by you, which is why it is currently losing the race!
- B Watch here for a white flag to be waved. When it is then you have only one more lap in which to come first

- C To determine your average speed per race each lap is timed. Better average speeds mean more points!
- D The positions are shown on a stack in the centre of the screen, the colour at the top is the lead car and the one at the bottom, well...
- E The pits where you stop for that all important repair job and refuel

This can prove to be a vicious circle because you need to travel quickly to win races, but to get the speed you'll have to win. Ah! Isn't life tough!

Upgrades include the usual objects such as engines and brakes, but you can also purchase turbos, which give your car a split second of extra power to allow you to sail past the other racers.

## MONEY MAKES THE WHEELS GO ROUND

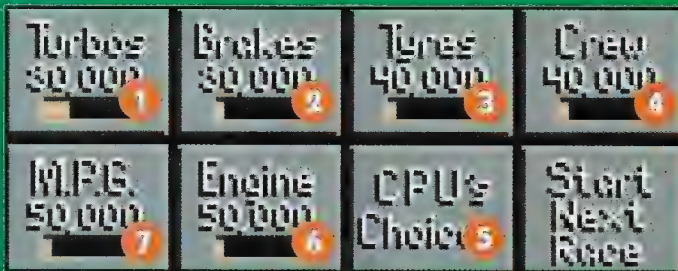
For each of the races you'll be given a full tank of fuel which wouldn't normally last a whole race. This results in the need for a pit stop to refill your car.

If you had managed to buy better fuel consumption however, then you may just last the whole race.

One thing that is really fun about the pit stops is that you can make the computer cars stay in their pits longer by storming in and knocking them off the jacks, forcing them to turn around and get back on them again.

In the meantime you can have made your stop and gone. This is an ideal way to gain positions in the race.

The controls for the game are really simple. Fire accelerates, left and right allow turning and a brief tap up on the joystick will ignite

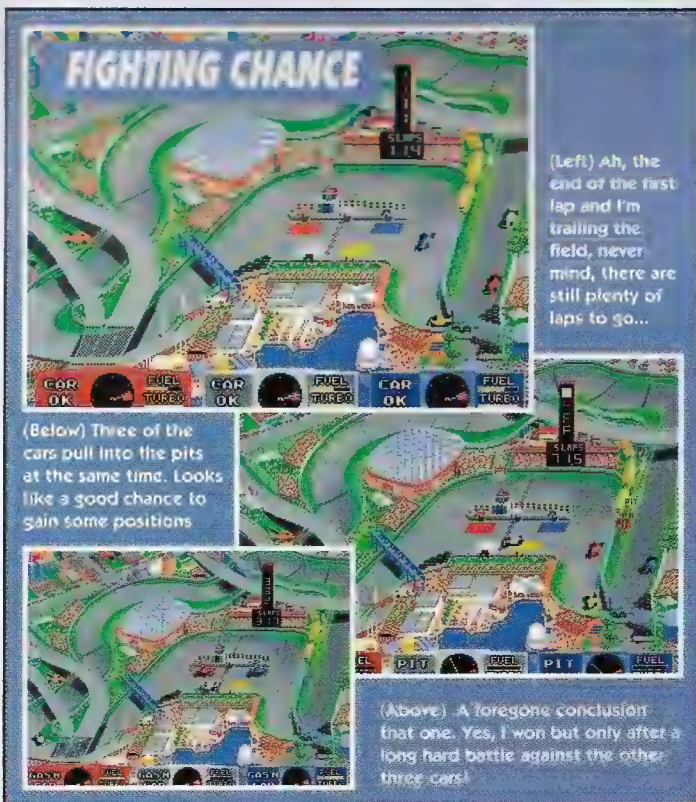


a turbo boost. There is another control method where you must push the joystick in the direction you want to travel, but this one isn't recommended.

The championship will take you all over the United States, from California to New York. You even make two brief visits

to Canada before you reach your final goal at Indianapolis.

This is a 12 lap extravaganza and hopefully by this time you will have gained a fair stash of points, and thus will be able to hold your head up high as you reach the chequered flag.



(Below) Three of the cars pull into the pits at the same time. Looks like a good chance to gain some positions

(Left) Ah, the end of the first lap and I'm trailing the field, never mind, there are still plenty of laps to go...

(Above) A foregone conclusion that one. Yes, I won but only after a long hard battle against the other three cars!

# FACT FILE

Software House: Storm  
Development Team: The Sales Curve  
Programmer: John Croudy  
Graphic Artist: Ned Langman

**Amiga** For me nothing will ever replace SuperSprint in the overhead race game league, but Indy Heat comes pretty close. As a one-player game this is fun and addictive, but when played by two or three people this is the business.

Having never seen the arcade version I cannot comment on how good the conversion is but if it is as good as this I shall certainly be searching for it.

Graphically the game is superb with brilliantly detailed backgrounds and well animated cars, even though they are a little out of scale.

The cars even get smaller as they get nearer the back of the screen, this is an excellent touch, making Indy Heat that little bit more realistic.

Between each of the 10 races you'll find the worst graphics in the game, but they still prove to be of a better standard than most games around!

Soundwise this is also excellent with plenty of samples playing throughout the races. The tunes that play both on the title screen and between races are both up-beat and perfect for a game of this style.

After the disappointment of Big Run the Sales Curve has picked itself up very well. All fans of throbbing engines shouldn't be without this game.

**£25.99 OUT FEBRUARY**

**Atari ST** Sadly the ST version has got one thing against it which the Amiga didn't - SuperSprint to contend with! However, the game is every bit as enjoyable as the aforementioned A500 version.

The graphics are identical to the Amiga version - as we've come to expect in games nowadays. Equally as predictable, the sound effects are of a lower quality.

If you're a fan of racing games buy this as soon as possible.

**£25.99 OUT FEBRUARY**

**C64** The C64 version is every bit as good as its 16-bit counterparts. The graphics aren't of the same standard, but the sound and gameplay make up for this. Worth every penny of the asking price!

**C £11.99 D £15.99 OUT FEB**

**X-RATING: XXXX**

**Gameplay: 18/20**  
**Lastability: 15/20**  
**Presentation: 18/20**

# FACT FILE

Software House: Millennium  
Development Team: Silicon Knights



*I must confess, Steel Empire looks dated. It offers three styles of gameplay, hoping to draw the attention of more selective games players. Unfortunately, here it's a case of too many chefs.*

*The basic arcade section of Steel Empire is hardly inspirational, verging on the boring, and the control of both strategy aspects is a tad too slow and is far too picky in places.*

*Soundwise it's quite good, with nice deadpan speech - obviously British Rail-esque. In the graphics department it is basic to say the least.*

*The gameplay is quite enjoyable when you get stuck in, especially with more than one person playing. Call me old-fashioned, but that's exactly what this game is.*

*If strategy or board role-playing games are your thing, then you'll probably enjoy this. If you're not then, to be fair, I can't recommend it.*

**£29.99 OUT MARCH**



*The ST is identical in just about every way to the Amiga version, right down to the spot effects and the basic graphics. If you prefer strategy games but like a shoot'em-up on the side, then Steel Empire may be what you're looking for.*

**£29.99 OUT NOW**

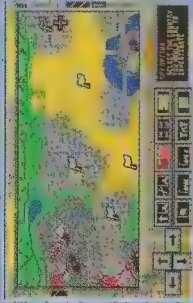


*With 256 VGA graphics, and full soundboard compatibility, this looks like being a winner. Definitely the best of the bunch.*

**£34.99 OUT NOW**

**X-RATING: XXXX**

**Gameplay: 11/20  
Lastability: 14/20  
Presentation: 10/20**



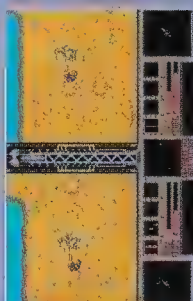
Here, as a small principality, you set out on your quest for imperialistic glory



You attack an enemy verging in on your territory so you move a couple of robots in its direction



Decisions on the commitment, the aims and damage intended by the cyborg are made here



Battle commences. Two small, lightweight cyborgs plan to outwit and possibly destroy each other



Or let the computer deal with it to see just how well you've done, or vice versa



**Attention megalomaniacs everywhere! Here's a game for major league glory seekers and people with imperialistic tendencies, a full-blooded strategy with game together with arcade action. But will it satisfy the most land-thirsty games players?**

# STEEL EMPIRE

**Y**ou are emperor of a tiny plot of land on a world made up of many other tiny empires. You have dreams of greatness, to rule the world. Well, either that or be gobbled up like a small fish in a very big pond.

Steel Empire is claimed to be the first game to integrate strategy and arcade action on a global scale!

Yeah, yeah. Cut the baloney PR spiel. It does actually incorporate both elements in a single game, but maybe not to expectations, since the game consists of three separate gameite options when you boot up.

Selecting to build a robot type is vital. You must have the cash, the factory space and, most importantly, time. Each robot varies in cost and more importantly, production time

The tactical battle option deals strictly with the arcade combat aspects alone. It helps to hone your fighting skills and improve other such necessities for the game proper.

This option is divided into two features, the showdown and the survivor modes.

The showdown is two players, or one versus the computer, and is concerned with selecting a force of robots and pulping your enemy.

The Survivor mode is a strange game which sounds promising. Only one player can play as a sole cyborg, with the aim being to face the increasing onslaughts of your enemy:

## RETALIATE FIRST

The strategy option is, what it says, pure strategy. You face anything from one to six opponents, computer or person controlled.

The world, as we know it, looks like one large island. The trick is to wipe out the others before they get to you. In this option, you leave the computer to simulate the battles.

The complete campaign is where Steel Empire is at, incorporating both strategy and arcade-style elements.

You've got to act quickly at the beginning of the game to deal with your rivals, jealously eyeing your future potential.

This usually takes the form of a factory on your own turf. This miraculously appears and you can start building your cybernetic army.

Your rivals are usually quick off the mark so, unless you've selected the computer's players at a wimpy level, it's best to start with an army of smaller, easily assembled robots.

The game features many options, mostly concerned with the difficulty settings. The easiest levels are just that but, by adding 'fog of war' and adapting the planet wealth, the problems faced will increase.

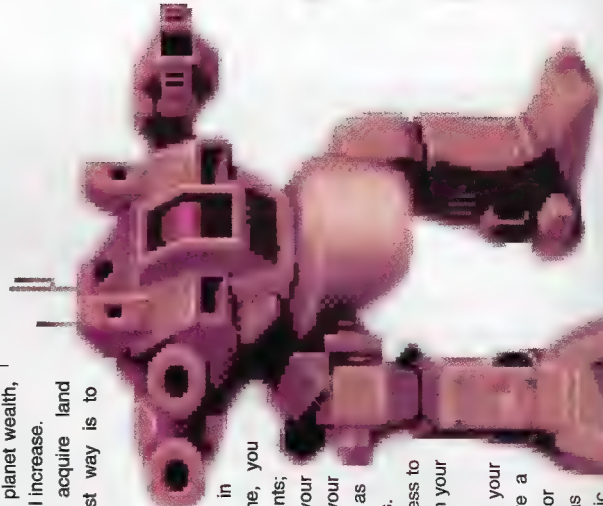
You've got to acquire land quickly, and the best way is to spread out.

## HOT METAL

Once you've got a mini empire bringing in the necessary income, you can start reinforcements; begin by increasing your troops and fortifying your capital cities as well as building more factories.

You'll soon progress to be a major player from your pitiful beginnings.

The landscapes your armies travel on have a multitude of effects. For instance, on lava areas the heat is a chronic





# FACT FILE

Software House: Idea  
Development Team: In House  
Programmer: Stefano Lecchi  
Graphic Artist: Luca Stradionho  
Music: Paolo Galimberti



*I do like a game that is a teeny bit different don't you? Oh, I know that puzzle games aren't everyone's cup of tea, but who cares - I don't!*

*This is a really super game that is not only a great challenge, but is one of the first games I've seen in a fair few weeks that actually makes you WANT to play it!*

*So what if the graphics aren't all that brilliant? They're adequate for the purpose of representing the cogs and workings and that's all that matters!*

*Who cares if the tunes are naff? When a game is this compelling it doesn't really matter! You don't have to listen if you don't want to hear it.*

*If you're a puzzle nut you'll especially love it. Just about everyone in the office had a go on it at some point, and I don't think that anyone said anything bad about it!*

**£25.99 OUT NOW**



*Graphically the PC version is no different from the IBM PC Amiga version. The gameplay is practically identical though!*

**£25.99 OUT NOW**

**C64** *Questions around the office just produced the Manual-like response of 'Que?' At the moment I have no idea what the C64 version is like, judging from past Idea games though, it should be good!*

**£10.99 to £15.99 OUT SOON**

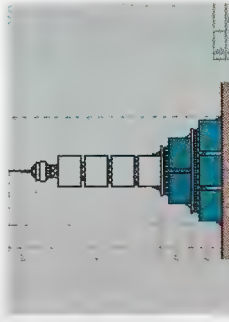
**X-RATING: XXXXX**

**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 14/20**



John  
Once upon a time there was a daddy cog, a mummy cog and a teeny-weeny baby cog who worked for a nice man who made clocks tick.

Being an expert, the man was often called out to fix the very biggest clocks in the whole world...



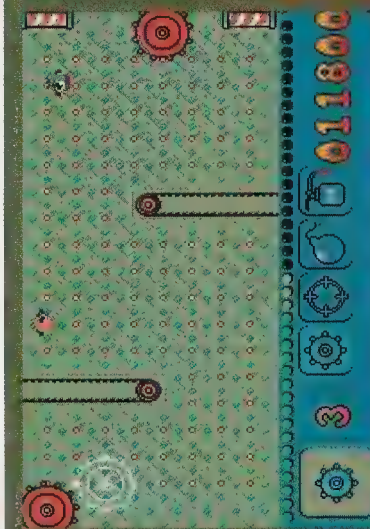
In gay Paris your first task is to mend this rather large timekeeping device by inserting your mechanisms into its gaping holes and whapping cogs over its pegs

Very often the nice man would find that the enormous dark and pendulous workings of the gigantic clocks on which he worked were lacking certain elements.

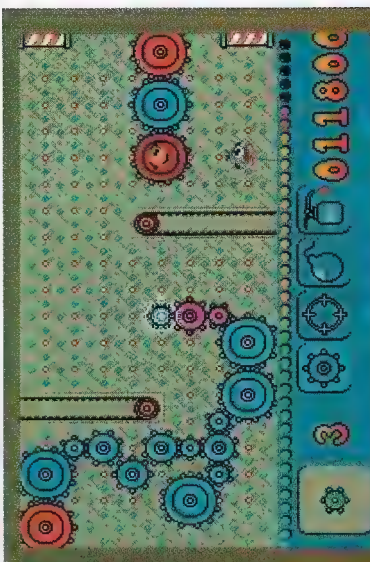
In order to remedy this he would always ask the cog family to come along and help. As always in this nasty and wicked world in which we live, the nice man has enemies who are determined to stop him from finishing his work.

These despicable creatures, known as the Poffins, would stop at nothing to prevent the nice clock

# ROCK AROUND THE CLOCK



All of the levels begin something like this... two massive great cogs and a big empty void. Now all you have to do is



After prattling around with your cog collection in the allotted time, you eventually manage to get the thing nearly working

# CLIK CLAK



(Below) There are loads of big sparky things on this level. They won't do you any harm, but they do tend to get in the way, making life more than a little difficult

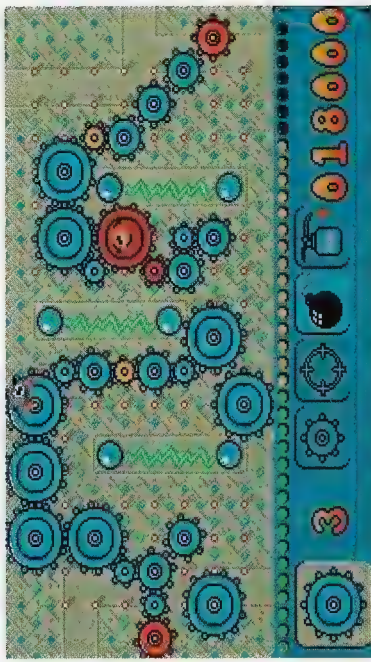


expert from performing his tasks and have evolved themselves to the point where they can excrete rust-inducing substances which invariably put the kybosh on all of his work.

**THIS IS WHERE YOU COME IN!**  
Thoroughly cheesed off with the Poffins, the nice man is seriously considering jacking in the whole

caboodle altogether, and retiring to the Outer Hebrides to become a tattoo artist specializing in large sheep and small cows.

In order to make his life a considerably happier one, you set about mending all of his clocks for him, using the family of cogs to their very limit.



mending a really, really big clock. All of the timepieces around the world are divided into small rooms containing two single cogs - one at each end of the screen.

What you must do is assign Mr Bertie Cog, along with little baby walls in each room in order to link the two resident cogs.

As well as this you must make sure the Poffins don't get in by picking them off with your .22 calibre peashooter - and if they do manage to excrete their grossy fuel-inducing

super goop you must dash around with an oilcan to free up the works.

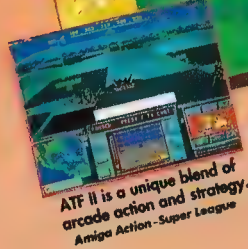
After some time in the business you will accumulate a certain financial gain which, in true Nick Walkland style, is best spent on the fruit machines in Mr Ticker's Time Keeping Emporium.

Whapping your hard earned dosh into the fruities gives you a chance of gaining extra bonus items, as well as new cans of oil, and extra ammo for your peashooter. Bet Nicky Noo never wins glorious stuff like that!



# PREMIER RANGE

£9.99



ATF II is a unique blend of arcade action and strategy.  
Amiga Action - Super League



A magical adventure entering into dangerous parallel worlds.  
Your Amiga - 82%

**NEW**



A nightmare of deadly machines and hostile life-forms.  
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**NEW**

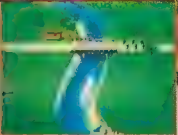
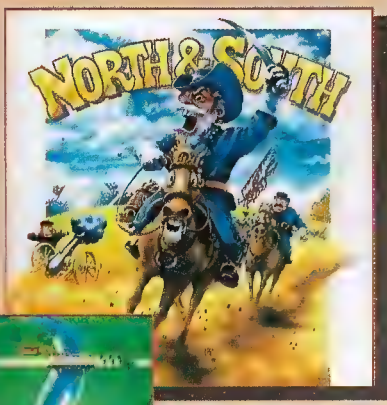


Fight for your kingdom as a true crusader of justice.  
CU Amiga - 82%

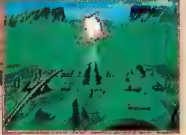


# CLASSIC RANGE

£7.99

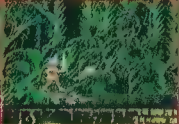


Witty, cartoon quality enactment of the American Civil War.  
Amiga Action - 84%

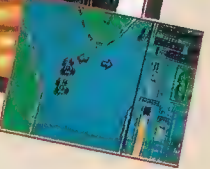


Acclaimed tank simulation of World War II famous campaigns.  
Ace Rating - 92%

**NEW**



As a valiant knight you must break the curse of the evil dwarf.  
Zero - 89%



Survive the ordeals of being a space racer and claim the masterdrive title.  
Amiga Format - 79%

**NEW**

AVAILABLE FROM LEADING RETAIL OUTLETS.  
IN CASE OF DIFFICULTY PHONE 0276 684959



# AMIGA·ATARI ST·PC

Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ.



# FACT FILE

**Software Houses:** Silmarils  
**Programmers:** Andre Rocques, Louise-Marie Rocques

**Graphic Artists:** Jean-Christophe Charter, Pascal Ensweller  
**Musicians:** Fabrice Houtetloque



**The idea of a world domination game is nothing new, and you can't blame Silmarils for releasing a game like this since they seem to be all the rage at the moment. Sadly Storm Master doesn't come up to the high standard of others in the genre.**

**Graphically this is very impressive with loads of excellent effects and even the static screens have a presentation that is only seen in a game from abroad. The same can be said for the sound which ranges from very atmospheric 'mood' music to the usual array of explosions and weapon firing during the arcade section.**

**Gameplay is easy to get the hang of and you'll find yourself playing through the levels in no time. However, it is something about the gameplay that lets it down.**

**It seems that there just isn't enough to do and doing the same thing month after month soon becomes tedious.**

**£99.99 OUT NOW**

**As is the case with most games around at the moment Atari ST it is very difficult to tell the ST and Amiga versions apart visually, mainly because this is identical!**

**The sonics are all of a slightly lower quality but still add to the atmosphere of the game incredibly. Unfortunately the gameplay is identical!**

**£99.99 OUT NOW**

**X-RATING: XXX**

**Gameplay: 11/20  
 Lastability: 13/20  
 Presentation: 16/20**

# STORM MASTER



The high constable is the trader of your people, clicking on him allows you to have a look at your finances



Here we see one quarter of the map, you control two screens worth and so does the enemy

**Journey to a land where wind is the master of natural harmony. The latest world domination game comes from Silmarils, so you can be forgiven for thinking it is going to be strange. Can you overcome increasingly ruthless opponents?**



Before a ship can be used in combat you must build it and then test it. If it successfully flies off the end of the screen then you're well in but if, like mine here, it takes off briefly and then explodes it's back to the drawing board



This bunch of ruthless looking business men are actually your closest allies. Yes, this is the council.

The crew must be selected, but remember not to have too much weight on board or the thing will never take off!

**WINDY MILLER**

Attacking is illustrated in an arcade-style section viewed from inside your craft. You must shoot down all enemy ships and try to reach your destination safely.

If you have grown loads and loads of wheat you can go into the

trading market and sell off any surplus goods. You can also buy lots of equipment for your ships here so that you can produce more and more sky demons.

There are loads of levels for you to battle through with various opponents for you to seek out and destroy in combat.

The going will be far from easy but dedication, and a ruthless lust for power should see you through to the end.



messages to other cities around the land. To attack enemy cities you have to build yourself sky ships which have to be designed correctly before they can go into production.

This, as any horticulturist will tell you, will affect how well your crops will grow.

The first thing that you'll have to do is plant your grain. Wheat is better off on the lowland areas and is the main source of food for your people.

The Broomfims, cow-type creatures, graze in the highlands and are needed to build sails and give meat to the population.

**A STORM BREWING**

On the council there is also an inquisitor who can spy on the other members of the council, to determine if they have faith in you.

He can also murder any of the enemy councillors who you think are causing you most harm.

Using him you can also send out a messenger eagle to take

You start Storm Master having just been appointed the successor to the Grand Magister by the seven esteemed members of his council.

You must take control of the island of Eolia and battle to the death with its twin Sharkkaania.

The seven council members control all of the game's action at your request. You have to deal with the Master Miller who will plant crops; the Joker who acts as entertainment manager to keep the population happy and a commander who sorts out your military campaign.

The game is played in a number of turns, shown on screen by months and years. There are six months in a year and the weather for that particular month is shown by an icon to the side of the calendar.

# FACT FILE

Software House: US Gold  
Development Team: Software 2000

I must confess that *The Manager* is the definitive soccer management game of the moment. It's by no means perfect, but is certainly the best football game to hit the streets since the mid-'80s.

The on-screen layout takes some time to get used to but, once mastered, it is easily deciphered, well laid out and the mouse control is easy.

Soundwise it offers nothing special although it adds an element of atmosphere. Graphics in the matches are rendered tiny but they offer quite a remarkable amount of variety in styles.

Thankfully, these don't intrude on the strategy aspects. In fact, it's a nice diversion and truly gets the adrenalin pumping when an attack is under way.

The runaway aspect lies in the long lasting gameplay department. You'll never believe the addictive quality of the game which literally leaps out and grabs you by the throat.

You may tire of it in an individual session, but when you pop back to your managerial escapades in a week, month or even a year you'll be immediately enthralled all over again.

*The Manager* is a must for all budding Ron Atkinsons, although abandoning clubs isn't so easy.

There may be other games released to equal this in a few years but, until that time, immerse yourself in the intriguing politics of football management. You'll learn to swear like a good 'un, avoid probing press questions, and hopefully become the supporters' hero.

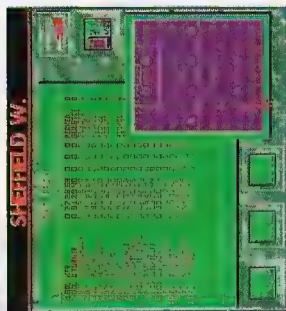
**£25.99 OUT SOON**

**X-RATING: XXXXX**

**Gameplay: 14/20**  
**Lastability: 17/20**  
**Presentation: 15/20**

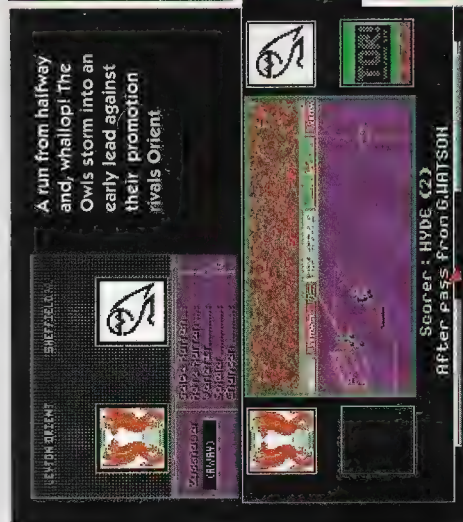


Choose your side and your favourite team from a large listing of club logos



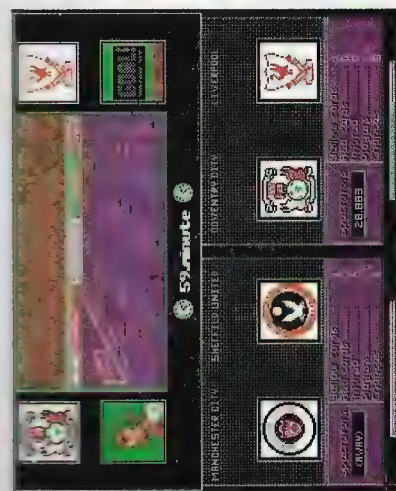
It is vital to select the best possible team and the most successful formation.

The computer opts for everything if you deem changes necessary



A run from halfway and, whallop! The Owls storm into an early lead against rivals Orient.

Scorer: HYDE (2) After 855 from 6,141,501



Two matches are played simultaneously and you immediately visit the team with a scoring opportunity, no waiting here for both matches

# THE MANAGER

the opportunity to deal with all manner of concerns, from team selection, training and tactics in the matches, through to dabbling in the transfer market and dealing with day to day injuries.

As the boss, you also have to cope with bank managers, sponsorship deals and necessary ground improvements.

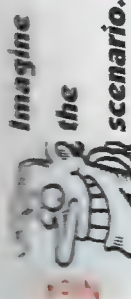
Rather than listing all the possibilities you can probably imagine that the game has tremendous scope, almost too much as the matches rear up.

## IT'S TOUGH AT THE TOP

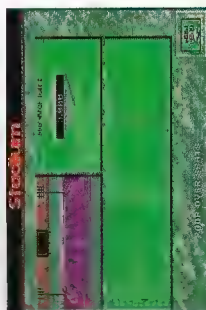
No one said that managing a club was going to be easy, but it sure is fun and the league matches, or cup ties, come around frequently.

After you have decided on substitutes, player formations and style of play, you are then treated to two halves of highlights.

Every scoring chance is depicted on screen with tiny



Imagine the scenario. You're standing at a match and some old geezer complains about the manager's selection, "He should have done this..."



As manager you have quite a lot on your plate improving the set-up

**B**ack in the '80s, a guy called Kevin Toms invented the original Football Manager. Despite being an excellent game of strategy and footballing economics, it did become a trifle wearisome after a while and was hardly stunning.

This game though has been available for some time in Germany under the guise of Bundesliga Manager and has now been transferred, courtesy of US Gold, to the cathedral of the sport, the English Football League.

Admittedly, the game only features the top three leagues but most of the top teams are in fact included, along with a sweetly named Charlston!

You begin by selecting one of the available teams, in my case the wonderful Owls. The season then begins.

You do have a full squad at the start, with supposedly accurate players, be they a trifle dated.

With your fledglings firmly under your wing, you have



characters. The colours may not be accurate but you play both halves in the same direction.

Afterwards you can check up on the match report in the morning editions and also review the finances from the income of home matches played.

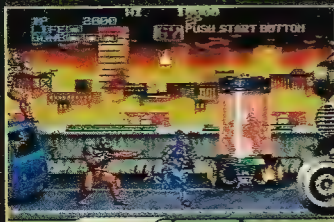
In order to assist you you'll find an on-going moral graph, depicting all of the highs and lows since the very first match of the season.

Such a very complex game is made remarkably accessible to the general games player and you'll be going to bed chanting, 'Tricky Trev's Barry Army', albeit with your name in it.

# CONSOLE CONNEXIONS



*This week oodles and oodles of knockout reviews including Crocodile World on the Mega Drive. Arnie's back in Terminator 2 on the Game Boy, and there's an utterly stunning Adventure Island III player's guide.*



## NEO-Geo RENTAL

Many of you will have no doubt seen Mega Drive cartridges down at your local video store and may have even rented them for a couple of quid a night.

However, Sega is not particularly chuffed about this and subsequently is trying to clamp down on cartridge rental. SNK, on the other hand, is keen to get its games out in larger outlets such as Ritz and Blockbusters.



Considering the price of the Neo-Geo carts, £100-£150, sampling the games for £5 for a couple of days seems like an excellent idea to me.

Apparently SNK is excited about the chance of Neo Geo products stacked next to the latest video cassettes, and I'll look forward to seeing the titles around soon.



## MARIO'S OFFICIAL RELEASES

Mario has been busy down at Bandai UK and now has a selection of new titles that should be officially appearing in the shops around the country.

For the NES keep an eye out for Blaster Master, Bugs Bunny Blow Out, Captain Planet, Jackie Chan Kung Fu, High Speed, Ghostbusters 2, New Zealand Story, Rainbow Islands, Snakes Revenge, Turtles 2 and finally, Totally Rad.

For the Game-Boy look out for Blades of Steel, Bubble Bobble, Choplifter, Double Dragon 2, Gauntlet 2, Hunt for Red October, Solomon's Club, Snoopy's Magic Show and WWF Superstars.

You may have actually seen these titles before, but now that they are officially available keep your eyes peeled for them.

Thanks to:  
Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB.  
Tel: 0602 475151.

## JEOPARDY



Jeopardy is based upon the extremely popular American game show where instead of answering the questions you have to guess the question having been given the answer!

There are three rounds to the game as you strive to get loads of lolly to take home with you and for each there are a number of categories with six questions below them. Correct responses will win you from \$100 to \$1000, depending on the round and the question.

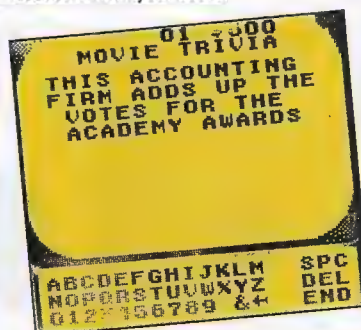
When the first board is cleared of answers you'll move onto the Double Jeopardy where the money is doubled, allowing your score to rise.

Hidden under one of the question squares you'll find a Daily Double square that allows you to wager some of your cash on whether you get the question right or not.

## FINGER ON THE BUZZER

To answer the questions you must press the button during the countdown to signal your buzzer and then you get a certain amount of time to enter the answer you think is correct.

Get it right and the money is yours, but should you be incorrect then it is deducted from your score.



The graphics all serve their purpose but the animation of the host and contestants leaves a lot to be desired. All characters move their hands in a very jerky and slow manner and maybe the game would have been better off without them.

The sound is as you'd expect with plenty of buzzes and little ditties to signify a right or wrong answer, not to mention a fairly accurate rendition of the theme tune.

This is OK but what lets the game down is having to type in the answers - a careless misspelling could lose you cash. This is very annoying and prevents me from recommending the game to anyone. Avoid!



**GAMEPLAY**

0 5 10 15 20

**LASTABILITY**

0 5 10 15 20

**PRESENTATION**

0 5 10 15 20

**X-RATING:**

X)

CONSOLE CHARTS

**MEGA DRIVE TOP 10**

1	JOHN MADDEN '92
2	ROAD RASH
3	ROBOCOD
4	SONIC THE HEDGEHOG
5	QUACKSHOT
6	PGA TOUR GOLF
7	GOLDEN AXE 2
8	F-22 INTERCEPTOR
9	CALIFORNIA GAMES
10	MICKEY MOUSE

CHART SUPPLIED BY GAME  
SEE CHART PAGE FOR SYMBOL KEY

# PRO FOOTBALL



Hands up if you saw Superbowl XXVI with the Buffalo Bills being blitzed by the champions, the Washington Redskins.

That was when the world realised that the Redskins were the new force to be reckoned with, especially when they'd only lost two games throughout the whole season - a near perfect record not many teams can boast.

Now seems the perfect time for an American football sim, something the Super Famicom isn't short of.

John Madden is the definitive American football game across all formats, and you'll be glad to know that JM has now appeared on the SF, retitled Pro Football.

The Famicom certainly has the power to recreate the feel for the original Mega Drive cart, but has the conversion been a success? Everything about the two versions remains the same, even down to various plays that can be picked.

16 NFL teams have been included with the Redskins topping the bill - and the Bills!

Having chosen from either a league or exhibition match and either one or two players, the computer decides



whether the game should be played inside or out, and whether bad atmospheric conditions will affect play.

You initially control the quarterback, the ball is snapped back by tapping B. Before this you select the play. Choose to run the ball and it will be passed off to one of your backs (half-back or full-back).

Choose to throw it and the top of the screen will be filled with the QB's view. Three wide receivers will be open for the throw and tapping Y, B and A will lob it to the respective catcher.

You must then run the pass to gain 10 yards and the first down. This is basically how you must progress until you reach the other team's end zone, making first downs as you go along.

If you get the ball in the EZ, then you've scored a touchdown and are awarded six points, plus the chance to



Scoring the extra point after a touchdown presents no problem at all

make seven with the extra bonus, but what if you can't quite reach your opponent's end zone?

Then you can kick the field goal for three points, although the maximum yardage is approximately 40 yards.

## DOES IT MEASURE UP?

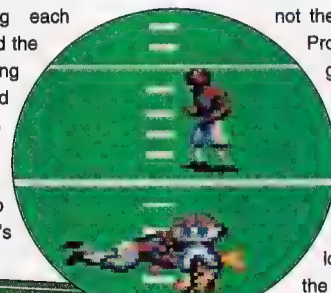
The burning question is whether the Famicom version is as good as the Mega Drive cart? Sadly, the answer is no.

The graphics are pretty decent, using perspective nicely and recreating each team's colours well and the sound is meaty, featuring a variety of grunts and groans as the players bravely battle it out against each other.

This brings us to the conclusion that it's



You can choose from a wide variety of teams, but the Washington Redskins are your best bet



not the presentation that lets Pro Football down, it's the gameplay, or lack of it.

It all seems OK while you choose your play and get out on the field, but when the action starts you'll become lost in the game due to the huge number of options. The Japanese manual

doesn't help either.

To top it all off the scrolling which, on the Mega Drive is slick and impressive, is slow and at times jerky on the Famicom.

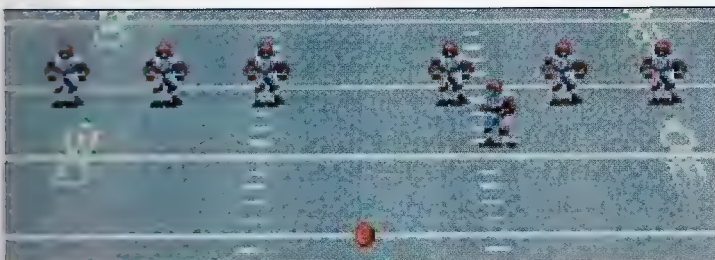
A great disappointment since this could have been one of the best Super Famicom releases. **X**



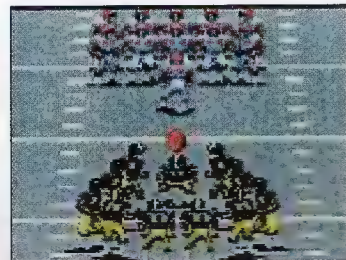
A variety of tactical options drop down when both teams are huddled to allow you to choose the next play



If a good walloo takes your fancy, you can always decide to play on a rain-soaked, muddy pitch



Kick-off time, and your team prepares to stomp the waiting receiver



Tactical talk in the huddle

**GAMEPLAY**

0 5 10 15 20

**LASTABILITY**

0 5 10 15 20

**PRESENTATION**

0 5 10 15 20

**X-RATING:**  
**XXX**

# CROCODILE WORLD



Why do programmers insist on writing vomit-inducing cute platform games? The latest to arrive in the office is Crocodile World.

This is another of those games in which you have to bash a large hole in the platforms with your huge hammer and wait for the nasties to fall through.

Upon completing their tumbling routine you can go up to them and give them a good thwack to kill them. That, as they say, is it. Pretty simple, eh?

Well, the programmers have added loads and loads and loads of little touches to the game to make your progress that little bit tougher.

You'll have to handle such things as lifts, teleports, ladders, all of which will either help you escape an enemy or throw you right into the path of a rampaging robot.

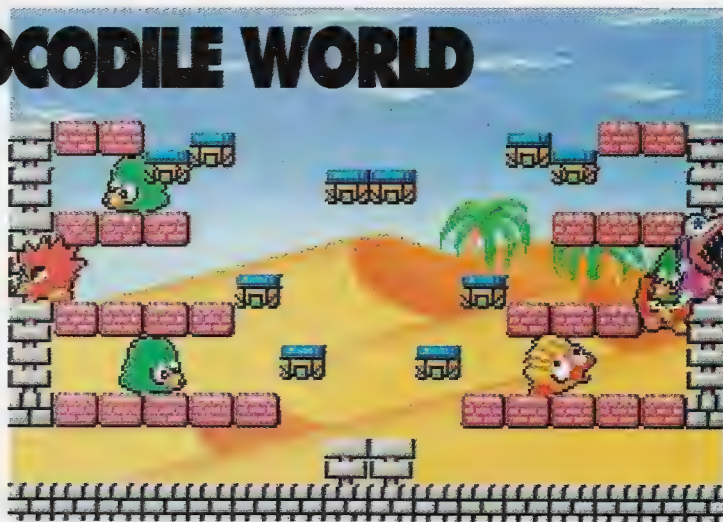
## BEAT THE BADDIES

As is the case with most games nowadays there are end-of-level nasties for you to kill after making your way through a certain number of levels.

In the first world this takes the shape of a whip wielding ape which must be dropped through holes a fair few number of times before deciding to call it a day.

The graphics are very cute indeed; all the sprites smile as they roam around the screen and look as though they belong in a cartoon.

All the backgrounds are well drawn and presented in such a way so as not to

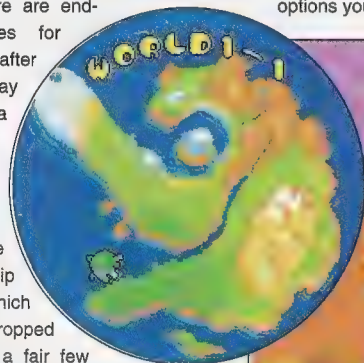


You will often find lifts on a level to take you about the place, but never like this!!!

distract you from the action or hide any of the sprites.

Sound is unbelievably jolly, in fact so much so that after a while the tune becomes very annoying indeed. However the spot effects are very good and more than make up for this.

This is a fairly good platform game that will appeal to all younger players, but sadly the lastability is questionable due to the immense number of continue options you are given. **X**



OOOOHHHH! One hit in the bottom from any of the nasties results in death



See them green platforms? Well, it be them ones that you can bash wi't hammer

SEGA MEGA DRIVE  
PRICE: £35.00  
SUPPLIER: MEGACOM DISTRIBUTION



In August 1997 three billion people were destroyed in an instant when Skynet became self-aware and launched a thousand nukes across the planet.

Judgment Day, as it was called, has not yet happened, and as John Connor, leader of the resistance against the HKG in the future, you must pull Skynet's plug and save mankind.

It's not quite that easy though because Skynet has sent back through time the latest model of the terminator series, the T-1000.

No human is capable of stopping the mimetic polyalloy prototype, and only the T-800 has a chance of saving John Connor's life.

The first stage represents you, as



SEGA MEGA DRIVE  
PRICE: £38.00  
SUPPLIER: MEGACOM DISTRIBUTION



The World Cup in 1992? Nah, I think the Japs have got their wires crossed again.

It's now two years since the Germans managed to barge England out of

the running to win the most coveted football trophy.

18 months later and you can recreate the roar of the crowd, the spit of the Germans and the Argentinian fouls.

There are 24 teams competing in

**GAMEPLAY**  
0 5 10 15 20

**LASTABILITY**  
0 5 10 15 20

**PRESENTATION**  
0 5 10 15 20

**X-RATING:**  
**XXXX**



# TERMINATOR 2

John Conner, in the future. You are trying desperately to find a way into Skynet and must deactivate the power-shield by knocking out the generators.

At the same time you must shoot the terminator army that patrols the dark wastelands, and then defeat the huge HK before entering Skynet.

Once inside you need to find a T-800, achieved by following the constant stream of patrolling terminators that scour the building.

## I'LL BE BACK

Stage three incorporates the reprogramming of the T-800, a puzzle game of three stages.

In level four you are whisked back to the twentieth century and into the drainage canals, where you, as the T-



800, are escorting John Conner on the back of a Harley.

Pursued by a speeding truck which is driven by the T-1000, it will stop at nothing to terminate the young Conner.

Armed with a 10-gauge shotgun, you must blow the mutha away and at



the same time keep the bike under control. Complete that stage and you'll have to penetrate the Cyberdyne building where the remains of the original Terminator are stored.

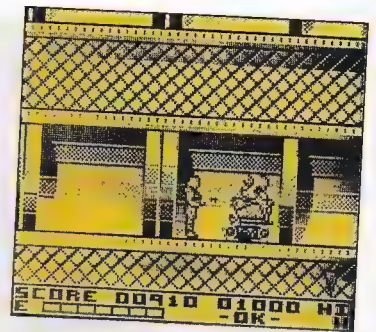
Guards are patrolling the building so success won't be easy, and don't forget that you although you may be a cyborg, you're not invulnerable.

## HASTA LA VISTA, BABY

The last fight takes place at the old steel mill. As the T-800 you must find a way to destroy the T-1000. Bullets will stop him momentarily but something more terminal is necessary.

Controls are simple, using the D-pad for movement, button B to fire a weapon or punch, and button A to leap. Button A in conjunction with the D-pad allows you to jump diagonally.

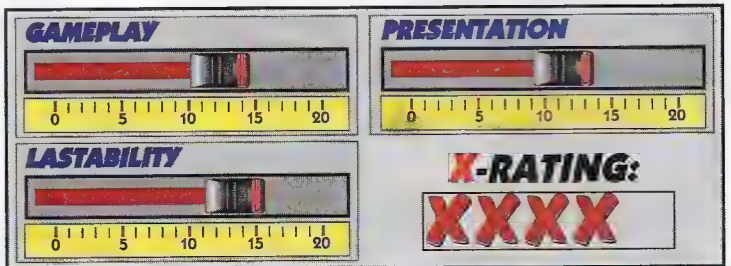
Terminator 2 is one of the biggest box office smashes ever, but all too often we've seen poor games based around big names. Is T2 like this?



All in all, it comes across as a pretty good cartridge thanks to immensely challenging gameplay and visually impressive graphics.

Unfortunately the images are only monochrome, sometimes making it difficult to distinguish the action.

Still images are also used to portray atmosphere effectively. The sound is OK with both a pretty good tune and neat sound FX. On the whole an excellent release that's worth looking into. **X**



World Cup '92, and while the greats like Italy and Brazil have been included, Cameroon, the surprising soccer stars of 1990, have been forgotten.

The game can be enjoyed by two players and either an exhibition game or the World Cup may be chosen. The matches last for either 15, 30 or 45 minutes each way, although this isn't actually real-time.

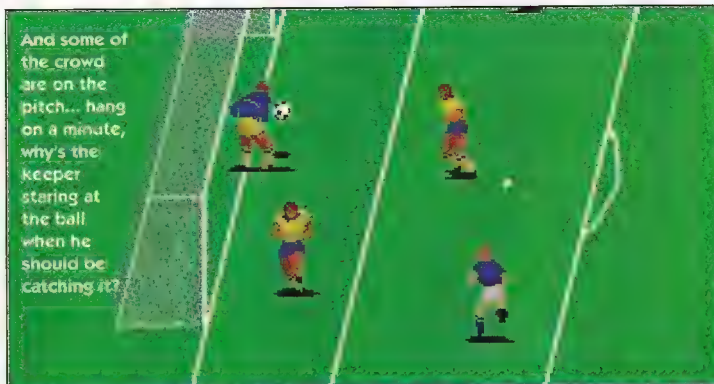
Once both players have picked their teams, one of four formations must then be selected. These include the regular four-three-three and four-two-four set-ups, but there's no sweeper system as used by the England team.

## NESSUN DORMA TIME

Out on the pitch and the first thing you'll notice is that the action is viewed from the side rather than overhead.

Another immediate fault easily noticeable is the colours of the teams' kits - totally wrong. Since when has England worn a yellow and orange strip?

The player under your control is highlighted by two flashing arrows, with



button A performing a sliding tackle if the player in possession is nearby.

With the ball at your feet, button A and C pass it to a nearby player, while B boots it upfield or shoots if you stand a chance at goal.

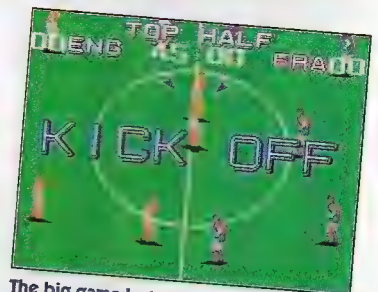
There's nothing special about World Cup '92. OK, it plays quite well and the presentation is neat, but it's just a pretty

dull footie sim, the likes of which have been seen since the dawn of computers.

There is also a lack of options, ie no weather conditions or variation of field types, most of which you come to expect in any worthwhile football game in this present day.

This makes it tire very easily and I expect you won't be playing for long. **X**

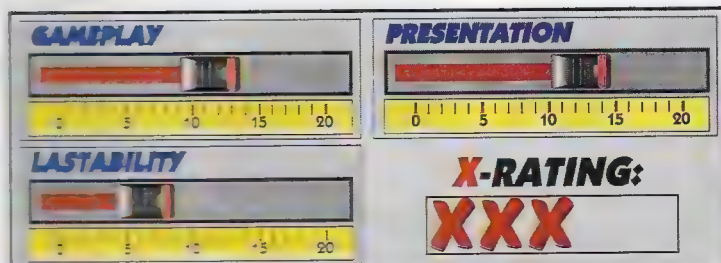
# WORLD CUP '92



The big game between England and France is about to start, with a place in the quarter-finals awarded to the winners

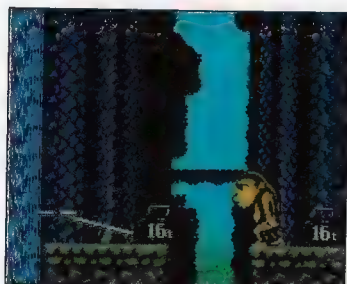


Oh my word, it's a terrific shot from DayGlo Maradona, and the Italians are enduring the short stuff's skill

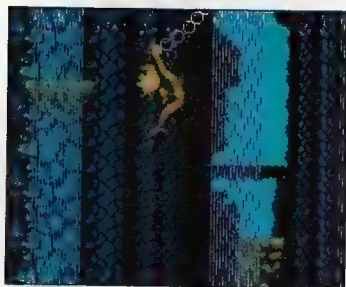




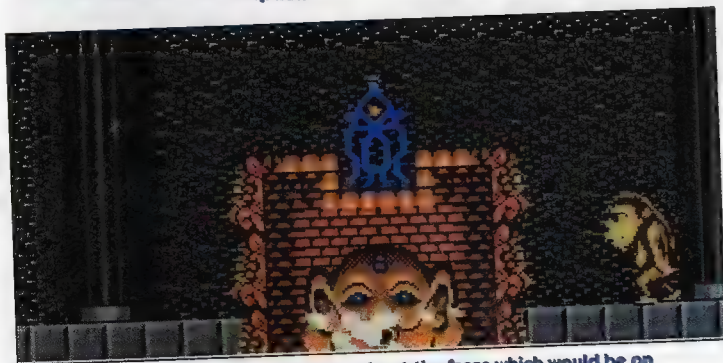
That large spike will kill you if you touch it and lob out loads of fire balls if killed



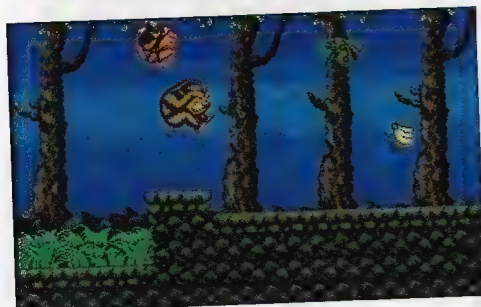
These contraptions will fling you high into the heavens if jumped on



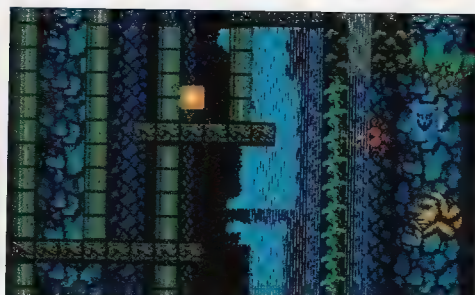
Apes like nothing more than swinging about and this one is no exception



To get past the first end-of-level jobbie, shoot the faces which would be on either side of the square floating face - if Toki hadn't already done so!



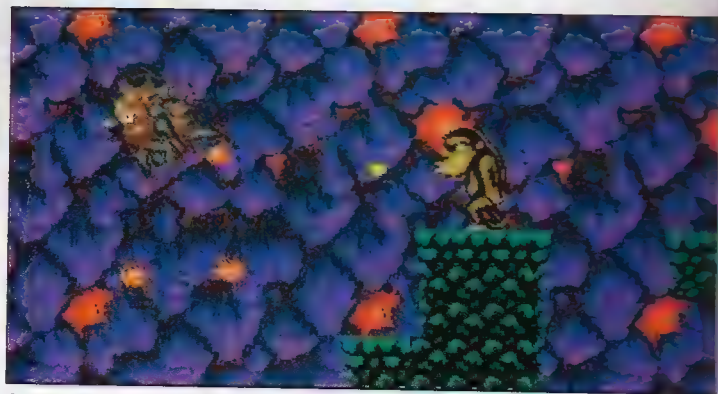
Now I don't believe you wanted to do that, did you?



You want to go round the side and shoot the meanie!



Toki prepares to take on the floating eyeball, no, my mistake, it's actually a rather large spider! Oops!



Ooh! Look at that ugly flying birdy thing, it seems friendly! (But it isn't, is it?)

# TOKI

Now you must battle your way through various levels to revert back to your normal self and reacquaint yourself with the missus.

## IN SPITTING DISTANCE

You are armed with the ability to fire huge balls of phlegm out of your mouth at great speed in the direction of the enemy. This can be powered up so that you can fire out three at a time or even humungous balls of the stuff at the continuous waves of nasties.

There are loads of platforms for you to leap around on but beware of such hazards as spikes and lifts.

Sadly Ju Ju can only take one hit from any of the enemies or hazards before he expires, but luckily there is an option to set the difficulty level and the number of credits to your personal liking.

## INEVITABLE GUARDIANS

Each level consists of a number of worlds and when all of them have been completed you will then have to kill a large beastie in order to advance to the next level.

These monsters either need a number of accurate shots to kill or require you to render them unarmed.

The graphics are good but not superb, the main sprite is a big let-down and doesn't walk very well at all, but it serves its purpose!

The parallax scrolling is smooth and

adds to the overall presentation. Soundwise the game can only be described as OK considering the sound effects aren't up to much, and the tunes become annoying too quickly.

Despite this the game is actually easy to play and advance through although you may find your interest moving onto other things after a while.

When all is said and done the game comes across as something of a disappointment.

Surely the Mega Drive could handle a relatively simple game as this with ease. As it is it can be recommended but we advise you to look elsewhere if you want an instant classic.



Last year Toki was definitely one of my favourite games on the Amiga and now at last, a new version is appearing on the Mega Drive, albeit under a different name.

An evil wizard has turned you, a meaty young bloke, into an ape and kidnapped your girlfriend.



<b>GAMEPLAY</b>	0 5 10 15 20
<b>LASTABILITY</b>	0 5 10 15 20
<b>PRESENTATION</b>	0 5 10 15 20
<b>X-RATING:</b>	<b>XXX</b>



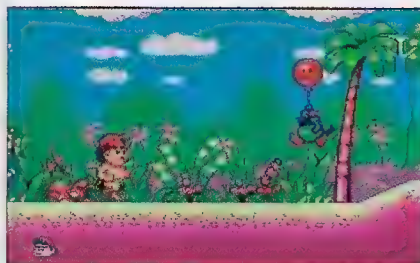
# ADVENTURE ISLAND III PLAYER'S GUIDE PART 1



*This game is superb, but no doubt some of you are having problems at some point. Don't panic, because Games-X now presents a world-to-world guide of Adventure Island III.*

**Nintendo**  
SUPER FAMICOM®

## WORLD 1.1



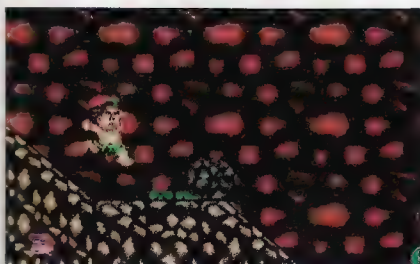
This level is so easy. Collect the axe and duck and shoot the snails. Make use of the skateboard for as long as possible, jumping the snails and remembering to grab the boomerang. Shoot up at the parachute goons

## WORLD 1.2



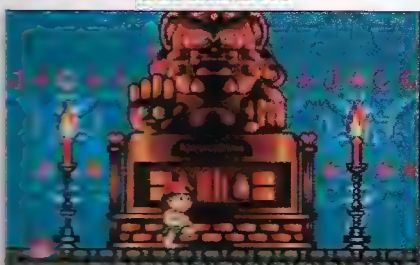
Collect the boomerangs to build your power-up. Shoot the jungle men by ducking their spears and fire up to shoot flies. Use the big jump to clear gaps, then get the axe. Some surfaces do collapse when you stand on them so take care

## WORLD 1.3



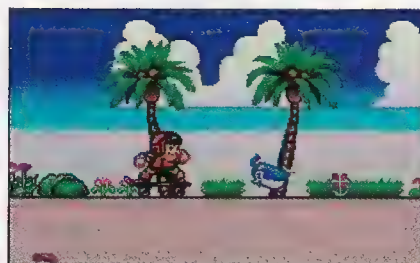
Shoot the candles and on the second ledge turn around and jump over the rock. Grab the boomerang on the way down - you'll need it. Get to the exit and fire straight up to reveal hidden fruit

## GUARDIAN



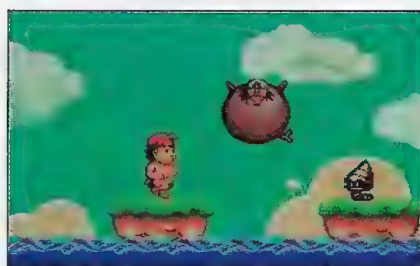
Using the boomerang, run underneath the guardian's head and fire up. Jump over the fire as soon as it hits the ground. About eight shots should kill the beastie

## WORLD 2.1



Jump on the skateboard and go all the way on it if possible. Kill the guard with the shield by ducking and when he throws a spear, return fire. Watch out for penguins, they come from in front and behind

## WORLD 2.2



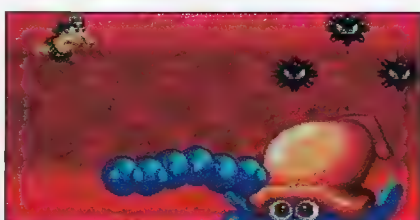
Similar to 2.1, but with bloated sea lions! Jump up and shoot to dispose of these, and just after the third sea lion, fire around to reveal the bonus star. Watch out for the penguins that charge towards you from behind

## WORLD 2.3



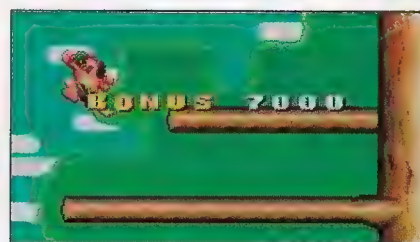
You'll get eaten by the whale. Repeatedly press button B to stop drowning. Kill the electric eels early on since they fire lightning bolts when they turn around. When you reach the end you'll find some hidden food at the top right corner. Collect the axe

## GUARDIAN



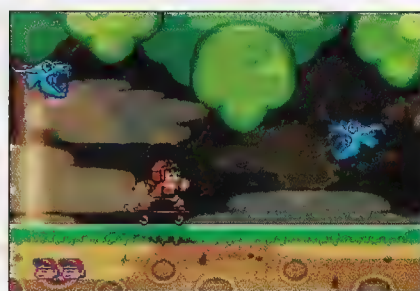
Swim around mines, making sure you don't touch them. When the guardian appears, stay at the top left, lobbing your axes over his tentacles and at his head. Shoot the fish that swim from under you by firing down, and after a few axes he'll crumble and die

## WORLD 3.1



You really need the boomerang here. Fire at the smallimps and flies that swirl around the tree. You need to collect fruit before time runs out. You'll find some hidden apples on the left, about three-quarters of the way up. The exit is located on the top left

## WORLD 3.2



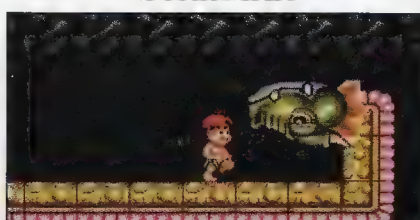
If you lose a life on the level, collect the hammers and upgrade to the boomerangs later on. Kill the blue dragon heads by jumping up and firing, but watch out for the parachute goons

## WORLD 3.3



Avoid the axes, although you'll have to pick them up if you die. Use the mining carts to speed along in, but jump the two big gaps when the track breaks. Watch out for the small ball monsters that bounce towards you. Being so small they're hard to hit

## GUARDIAN



Boomerangs are needed here. Shoot at the snake's head as it moves in a zigzag pattern up the wall. Watch out for the fire walls which fall from the holes that start to smoke. The snake will work its way up, then down and round in an anti-clockwise direction



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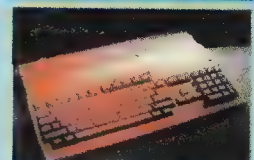
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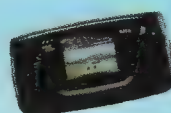
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The very last of the Oh No! More Lemmings codes, I promise! Those of you who have any new cheats and hints that they wish to share are warmly welcomed, and I hope that you'll drop me a line at: **Tip-X, Games-X, Europa House, A Damn Long Walk From Adlington Train Station, Adlington Park, Macclesfield SK10 4NP.**

## TOEJAM AND EARL

- SEGA

SEGA  
MEGA DRIVE

As soon as you get either Icarus wings or a rubber ring, drop off whichever world you're on back down to level one. Move the lads down to the bottom left-hand corner of the island, out across the water and you'll eventually come to a donut-shaped island with a sort of warp hole in the middle.

Drop through here and you'll fall onto an island, level 0, that's filled with loadsa bonuses and a rather pleasant Jacuzzi. Falling off this level will return you to the furthest point you've reached within the game before. Brill or what?



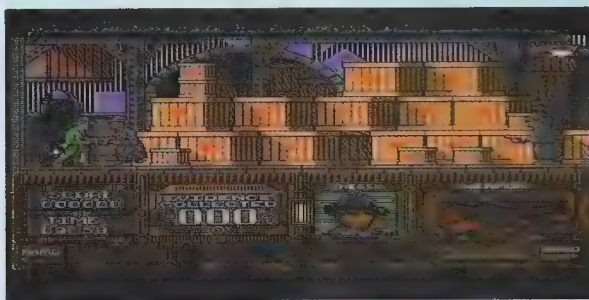
## THE UNTOUCHABLES

- OCEAN



On the Amiga, while the loading screen is up, type **SOUTHAMPTONGAZETTE** to activate the cheat, and then you can press either F1 or F10 to skip levels.

On the ST, pause the game and type **BRIDGE ROLLS** to go from level one to level two, **MAC N ALLEY** to go from two to three, **KID ZAPPING** to go from three to four and **A NIT IN TIME** to go from four to five.



## BLUE LIGHTNING

- ATARI

LYNX ~ Loadsa people have written in asking for the final Blue Lightning code, so here it is. Simply enter **LIFE** and away you go...



## HÄGAR

- KINGSOFT



For those of you having a spot of bother with this little game, I can now assist you with the level codes (just imagine I'm the ridiculous GamesMaster speaking like Patrick Moore).

- 1: FEAFGN
- 2: JVSAMK
- 3: ASGAPQ
- 4: UWFXPY
- 5: FSXRIC
- 6: DZAETG
- 7: WFYILD

## OH NO! MORE LEMMINGS

- PSYGNOSIS



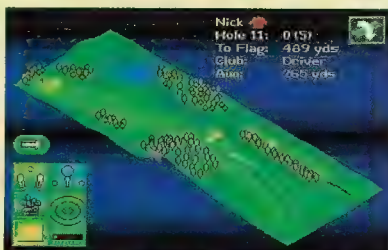
What? More Lemmings codes? I thought they were all sorted last week! Well, what I forgot about were the new two-player levels - so here they are...

- 1: JAHPTDIBKE
- 2: IHPTDKJCKP
- 3: LPTDIJADKK
- 4: PTDIJILEKD
- 5: TDJJAHTFKM
- 6: DIJIHTTGKF
- 7: IJALTTDHKS
- 8: JILTTDIIKL
- 9: JAHPUDIJKN
- 10: IHPUDIJKKG

Arguably, *Microprose Golf* is the best ever golf game to grace the home computer scene. It's extremely accurate, and the manual is both mammoth and intimidating. The *Games-X* guide offers tips for both beginners and professionals...



## PLANNING A SHOT



Use the isometric map for every hole, it shows every feature, although not quite as exaggerated as the real thing. It is vital to plan a shot. However, try using different clubs to see what effect they'd have, and don't get misled by the guide. It will stick with the same club when you're experimenting, thus making your accuracy skewiff.

Don't forget the wind. At first it doesn't seem to make much difference, but it does, and you can adjust your swing to take it into account. You can also use it for slight sideways momentum instead of actually hooking or slicing the ball.

Don't underestimate the lay of the land. Avoid being caught against a steep bank, you'll just roll down it and into the minor valleys, and take note of the general hazards you'll face such as water, bunkers, rough and out of bounds areas

## I KNOW WHAT'S IN STORE, WHAT NEXT?

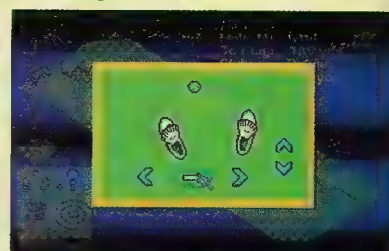


The type of club is vital. Remember, distance isn't everything. A wood may whack the ball further, but it is less easy to control, both to hit and the ball's movement on landing.

They are perfect for driving at a distance with few obstacles. Driving from the rough or hazards is suicidal. The distance you will obtain could have been more easily reached with a wedge.

The irons vary, but offer much more control than the clubs. The low numbered irons hit flat and low, much like woods, but with more direction. Try using a one or two iron instead of a five wood.

The most vital clubs are the pitching and high number irons. The distance is small, but the accuracy with which you can control the ball is unnerving. Not only are they invaluable near the green, but they can chip you out of trouble where others would probably make things worse



Choosing your stance is also important, don't ignore it, it could make the difference between a good shot and a great one. Your stance and feet position causes the ball to be hit differently either slightly to one side, or to put more or less spin on the ball.

Try different stances when practicing, and you'll be surprised at the improvements you'll make.

The tee position to chose when driving depends on the weather. A high tee position makes the ball easier to hit, it flies higher, and if the wind is from behind, further. However, if crosswinds are present, the ball will be waiting to be blown off target.

A lower tee position causes the ball to be struck lower, ideal against oncoming winds. Lower tee positions are also best for irons, when chipping on a par three, although if you actually want more backspin, leave it as it is

## IMPROVE YOUR SWING

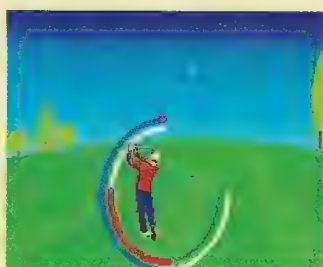
Once you've practiced away from the easy novice level you'll come across the swingometer in full glory. The white bar - the sweet spot - gets progressively smaller, and

accuracy requires more skill. Practice hitting at different parts of this area and you'll notice significant differences in the way the ball reacts



Hitting early in the sweet spot results in more backspin exerted on the ball. This stings the ball, and is the most valuable tip to learn in this game, because the ball lands near its intended target with little extra forward motion.

It's ideal for those little chips onto a small green. Also, a sting shot in rough or sand, or behind a raised area, allows for a better chance of success



Hitting the ball in the right area of the sweet spot is useful too. It is good for getting over unavoidable hazards such as rivers or bunkers as quickly as possible. It also ensures the ball should travel further, albeit lower



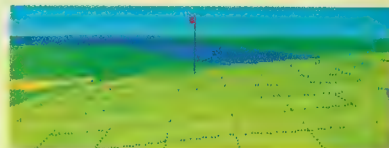
Invaluable also for the more experienced players is the controlled use of hook and slice. Hitting the ball to the left, outside of the sweet spot causes the ball to veer left, hooking the ball. More to the right causes slice, and the ball really swerves to the right



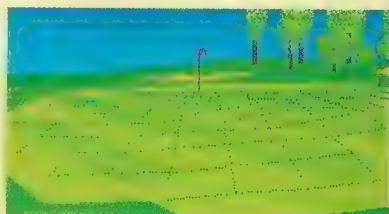
Practice these first because they can go badly wrong. You'll soon be able to negotiate around obstacles such as trees with a well-timed slice. Risky, but these strokes add an element of excitement to the game and can make spectacular shots

## PUTTING

For each hole, remember the green speed. This is vital. Undulations on the greens make the hole tough, but knowledge of the speed can help you try to overcome these problems and not drop so many shots.



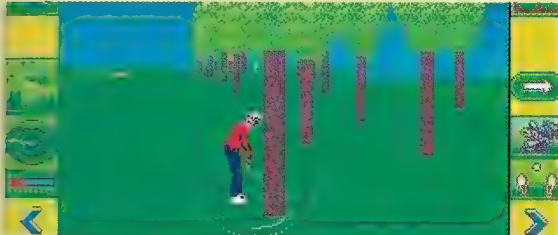
Always put up the wireframe to guess the contours of the green, and double check the line by choosing the 180 degree viewpoint from the hole. Then simply aim the ball according to where the green slopes, taking into account further hazards after the initial one, and putt



The way you attack the ball depends entirely on how you see the green shape and speed. If fast and downhill, hit less than the centre marker on the bar. If uphill, hit harder. If slow and uphill, hit harder still.

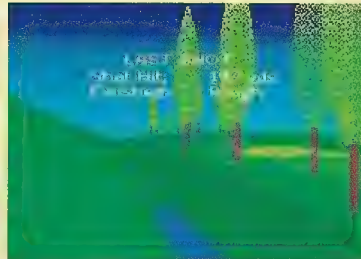
This is really self-explanatory, but remember undulations in the path. So if you have to go over a ridge, and the hole's on the other side, hit to get enough momentum to get over the ridge, but not too much to carry far beyond the hole

## I'M IN TROUBLE, WHAT NOW?



Trees should be avoided at all costs, but you're bound to land in them from time to time. Never risk chipping through a swathe of trees, even if the ball gets past one, it'll probably hit another.

If the green is on the other side of a narrow strip, give it a go. A rolling chip shot should get you on or near the green, but out of the trees. If in doubt, use a wedge, avoid all trees and chip back onto the fairway. Safe shooting, it may lose a shot, but not as many as battling through the wood



Avoid water by playing short shots, or aim to get over the near edge of pools. Rivers can be tackled in the same way, but if you're feeling adventurous a solid shot hit high on the ball, to the right of the sweet spot could see it bouncing fast over the hazard towards the green



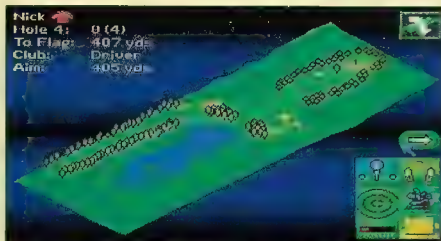
Bunkers require a wedge. Never use a wood or lower iron, even if the computer selects it for you. Hit the ball on or before the centre of the sweet spot. If the ball is plugged, put more backspin on to chop the ball out of the sand

Rough should be tackled in a similar way to bunkers. Never use a wood. In heavy rough, use a high iron or wedge, but light rough can be dealt with a low number iron, although this is still risky

## PARTICULARLY NASTY HOLES, AND HOW TO DEAL WITH THEM

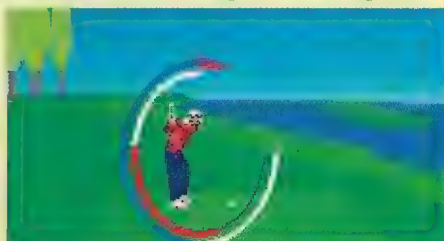
The Games-X Ryder Cup team offers handy hints for a few of the most agonisingly tricky holes

### FAIRDALE PARK, HOLE 4, PAR 4



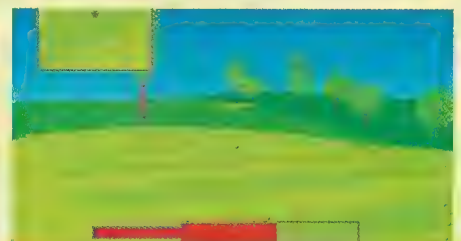
This requires one heck of a wicked first shot. Don't be intimidated by the water or the trees though, and aim into them to the right edge.

Use a driver at full swing, which should easily cover the water, and try to hit direct or hook to the



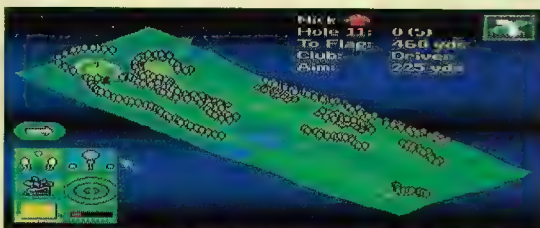
left slightly. A slice to the right will miss the trees but will land you in deep trouble in the bunkers. It all depends on your gall.

The second shot needn't be anything special, so long as you avoid the trees at all costs. The



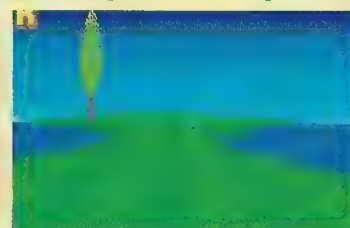
green is very large, so a stun shot is preferred, but a running ball won't make too much difference if you've aimed accurately. The green has a slight slope though, so don't forget to take the varied topography into consideration

### BALLYBROOK, HOLE 11, PAR 5

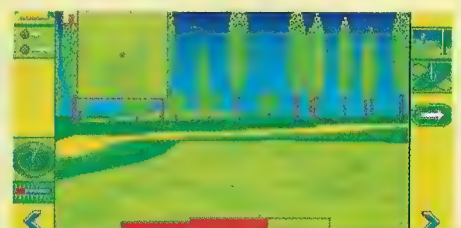


Accuracy is called for here, on two occasions. The two pools come drastically close, narrowing the fairway to an unprecedented degree. Check the wind and aim accordingly, to land directly between the narrow alley of trees.

A hook to the left, however slight, will cause you to land either in the pool, or become stuck in the woods. Too much, and you'll find just how easy it's to get out of bounds. Again, too much slice will cause the same effect



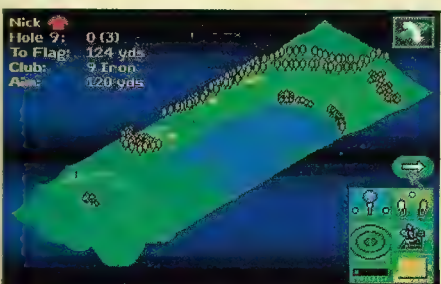
After you've landed safely, just make a soft chip to the edge of the fairway to line up the approach to the green. If you're feeling adventurous and fancy attempting an eagle, move your feet position and attack the ball so that it slices strong right, around the trees to land on the green, or near by



Caution is required when chipping onto the green proper. It's surrounded by bunkers, and further out, both trees and rough. So hit the ball less strongly than normal, stinging the ball by hitting early in the white area to prevent it rolling into trouble.

To make things worse, if you do miss the green, you'll find it to be raised causing further headache, especially if you're in the bunker

### FENHAM VALLEY, HOLE 9, PAR 3



Although small, this hole causes all sorts of problems. The underlying fact behind this being the player can't see exactly what's ahead. Use the zoom icon to check it out, the green is deceptively further away than you'll bargain for.

Over the hills is a bank of trees, followed by a deep depression of heavy rough. The proffered eight iron may give too short a distance, but others hit too hard will result in an all too easy out of bounds. Accuracy is paramount



So use a seven iron and hit the ball low, stinging it so any forward motion as it lands is reduced. If you fail to land on the green, then a sweetly hit wedge should see you out of the gutter, but remember the slope and the fact that this is very heavy rough. Then polish off the hole with a strangely plain and simple green

# ANOTHER WORLD PLAYER'S GUIDE PART 1

I've no doubt that the hundreds of you who have bought this stonker of a game are stuck at some point during Lester's tough adventure, so read on to see the solution to all your problems. By the way, the following tips do work but they're incredibly hard, so persevere.



When you land in the pool of water, push up to swim to the surface. Climb out, then run right. Kill the space-slugs by kicking them, and when all have gone continue right. Once again destroy the slugs by kicking them and continue to the right.

When faced with the huge black beastie with gigantic fangs, do the obvious thing and run like the clappers in the opposite direction!



Keep going past the pool of water and finally leap off the ledge and onto the vine. The makeshift rope will snap and you'll swing back to the previous screen. Run right and keep going.

Eventually the beastie will be shot by aliens and you'll attempt to communicate with the large beings, unsuccessfully



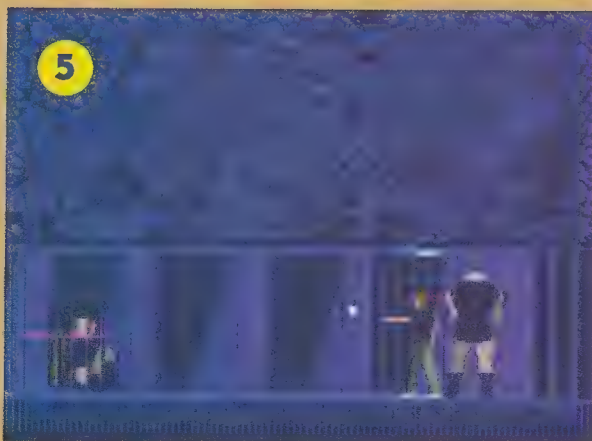
They'll shoot you with their lasers, temporarily stunning you. When you come round, you'll be caged in a cell suspended in mid-air. Swing from side to side, moving the joystick in time, left to right, to build up momentum.

Keep going and the cage will eventually break from its harness and crush the nearby guard



Your alien companion will thank you, and tell you to follow him to the right. Do so, but pick up the gun first. Run along after your fellow hostage, then shoot the guard on the next screen – use only a single blast, therefore saving vital energy.

Keep heading right to the next scene. Build a shield on the right of the screen



Make sure you protect both yourself and your pal as he attempts to short-circuit the lock on the door. You will have to occasionally replenish your shield, but try not to overuse the weapon's power.

Run right to the elevator. Wait for your buddy and head up. Look out of the small cell window to the right



Jump back into the lift and zoom to the very bottom level. Run left and shoot the far wall. This will disable the energy supply. Back to the elevator, and up to the floor above.

Walk left and destroy the thin bulkheads by using the powerful shot from the laser. This is done by holding down fire until the end of the gun is surrounded with bright light



The wall will explode, allowing you to pass and to use the warp-lift to go down. Because you cut off the power supply the guard cannot escape from his quarters. Run left, and go up the next warp-lift.

Wait for your alien friend to appear and he will uncover a manhole – your means of escape. Drop down the chute and into the darkness



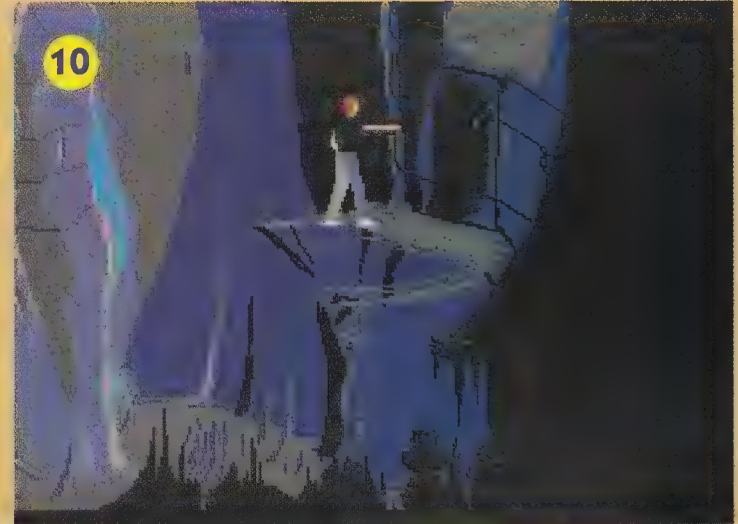
Roll left and fall off the edge. Go left once more, and then right, fall off the edge and right once more. Roll down, then left to finally exit the ventilation system.

Back on your feet, stroll into the compartment on your left. Fire your gun to restore the weapon to full power



Turn around and blow away the three walls by using the powerful laser on each. Once again energise your laser. Run right, out of the scene and past the next.

Quickly disperse of the awaiting guard by gunning him down, then carefully make your way to the right. There will be a huge gap in front of you, and you can't jump all the way across



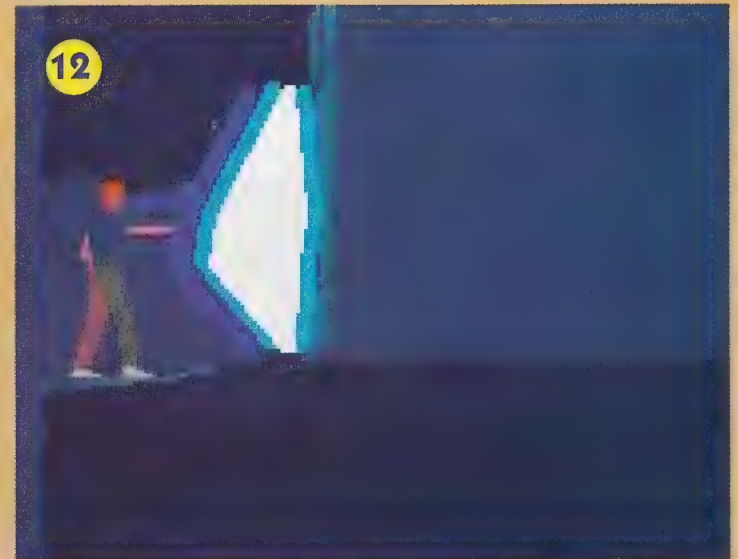
Instead, run and jump off the ledge and land on a small platform to the right. Blast a hole in the wall using the powerful setting on your gun. You have now entered the caves.

Drop down the first hole, then down the next hole on the right. Fall off the ledge to the right, then run and jump over the spike in the direction you were facing



The next scene is difficult, so read ahead before you attempt to complete it. Run to the centre of the screen and pause momentarily, before edging forward once more. Two rocks should fall either side of you, then quickly make your escape to the right.

The following scene is simple when you know how. Wait until the two rocks closest to you are falling at the same level, then dash all the way across just after they hit the ground



You should be able to get across without being crushed. Jump across the pit-monsters without getting caught and exit right. Shoot the three tentacles so they retract onto the rock, then leap over the pit-creatures.

Next scene, jump over the gap, then over the monster. Run all the way right before destroying the thin wall in front of you. That's it for the moment, tune into the next instalment for more vital tips

There is no doubting that RoboCop is the hero of the Detroit police force, even though everywhere he goes he leaves a trail of dead bodies behind him. His latest game is a bit of a toughie so we're going to try and explain how to do each level.



## SCENE 1 - THE CAR CHASE



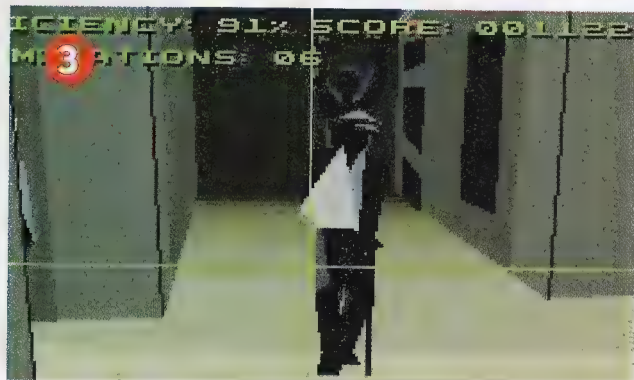
The people inside the van will shoot at you from two places - the passenger window (on the right because we're in America remember!) and out of the back door.

You cannot shoot back and the van has to be rammed off the road. Approach from behind, driving slightly to the left and then turn into it as you draw level



When the van has been destroyed you'll have to head over to the factory district where you should find a burnt out car. This is Lewis' car and she is being held hostage by the Splatterpunks inside the building. To get in there just drive straight past the car and into the raised black section

## SCENE 2 - RESCUING LEWIS



Never walk straight past a side corridor without looking down it, because there will probably be an armed assailant hiding there.

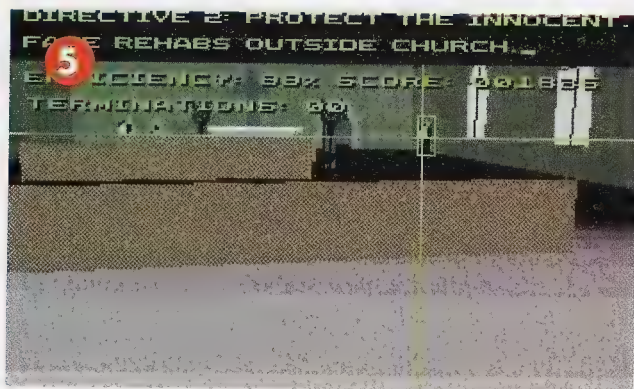
Instead, edge your way to the corridor and, as close to the wall as possible, walk around the corner. Don't fire until you're sure it's an enemy or you'll lose some efficiency



You can complete this stage in one of two ways. You can either find the criminal holding Lewis and shoot him or stay alive for a long time.

Staying alive requires you simply to walk around the corridors shooting people until the message "Lewis has escaped" appears at the top of the screen

## SCENE 3 - THE CHURCH



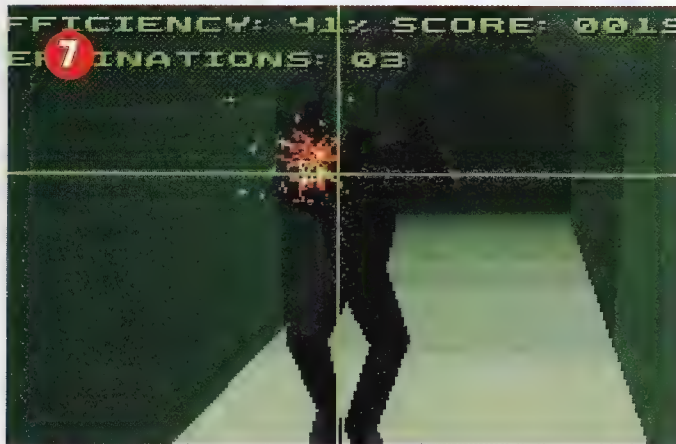
Choice time! As you enter the church you'll see two directives flash up at the top of the screen. Obey the second and go back out of the church to face the Rehabs. If you go down the sewers and destroy all the resistance it'll be the end of the game because you have to become a member of the resistance yourself



Outside the church you'll be given a warning to stand aside before the Rehabs start shooting. When they do you'll have to shoot at the lights to be able to shoot the officers attempting to kill you. This is very difficult but you get to continue if you fail



## SCENE 4 – NEGOTIATING THE SEWERS



All this level involves is running along the sewers trying to get a safe distance from the Rehabs. There are no hostages here so if you see anyone in the tunnel ahead don't hesitate to shoot them.

This isn't all that hard, it is just that you have a low efficiency rating right from the start!

## SCENE 6 – ESCAPING VAN



While you are walking around the motel a van sneaks off which is rumoured to contain MacDaggart. This is basically the same as the first driving section and the same rules apply here.

After destroying the van head back to the rebels' base in the south-eastern corner

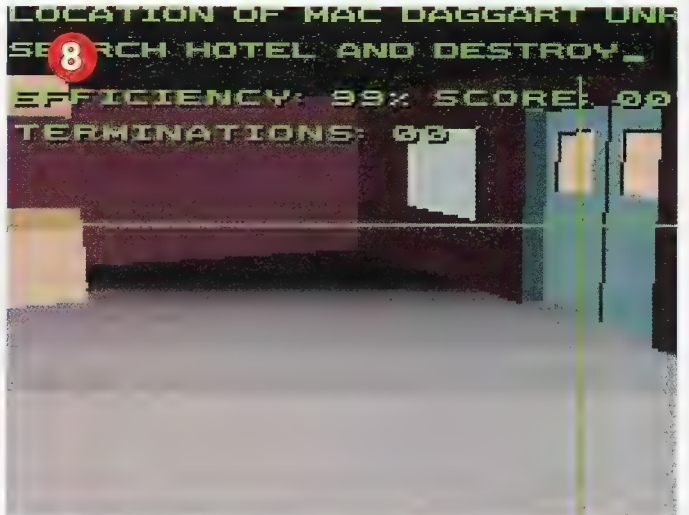
## SCENE 7 – FIGHTING OTOMO



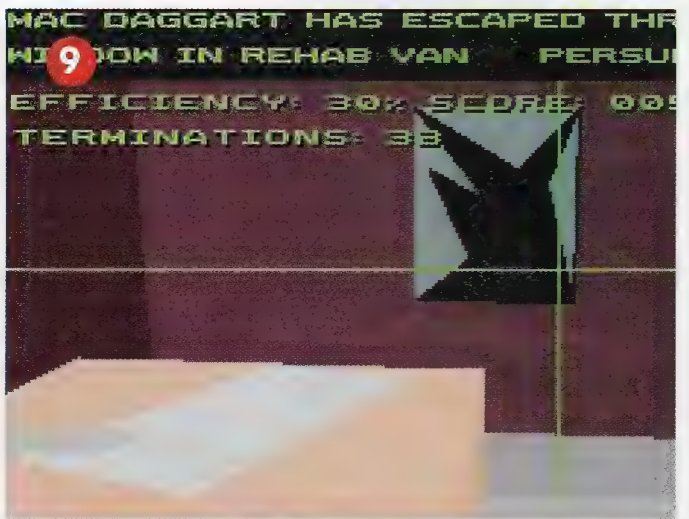
Here you are introduced to Otomo for the first time. The main tip here is to try and stand away from him and wait for him to jump at you. When he does, punch him in mid-flight.

Remember that you have got a gun to be used but you can only fire it once, when Otomo has a sword drawn, otherwise he'll kick it out of your hand

## SCENE 5 – THE 24HR MOTEL MASSACRE



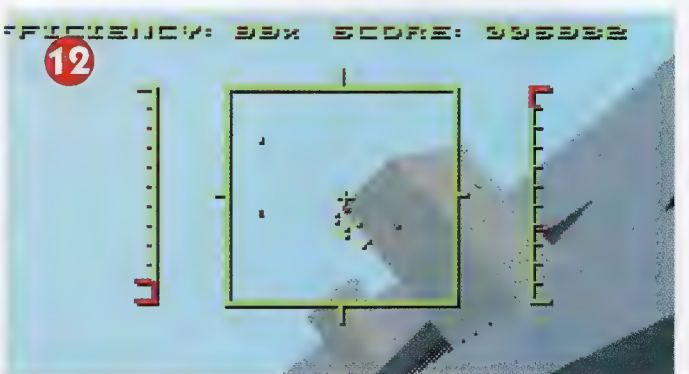
First things first, you'll have to drive across town to the motel which is marked as a white dot on the scanner. There are no enemy vehicles for you to destroy here so try to avoid running into any of the other road users!



Once in the motel you have to wander around and check in each of the rooms for MacDaggart. This means that loads of doors have to be opened and each room searched.

Watch out as there may be a civilian in the room so don't be too trigger-happy. You can't actually kill MacDaggart but he is found on the fourth floor!

## SCENE 8 – TAKE TO THE SKIES



Now the game changes to a sort of, flight simulator where you are put up against ED-209s, helicopters and tanks. Try to stay low and destroy all the tanks before attempting to get rid of the helicopters.

This is the hardest part of the game and I recommend practicing on the arcade section a lot before trying this!

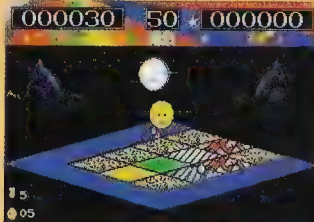
**13** It is now time to go off to the OCP tower and do battle with another Otomo and, if you beat him, then you've beaten the game! Well done!

## ALSO-RANS

### MANIX

GBH £7.99  
OUT NOW 16-BIT

An extremely cute Q-bert clone that is fun to begin with but becomes boring all too quickly. For younger games players only.



X-RATING: XXX

### MINDBENDER

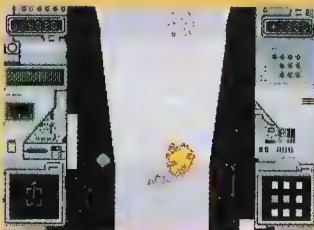
GBH £7.99  
OUT NOW 16-BIT

An old puzzle game which involves steering a laser around the screen by using mirrors. Sadly it does show its age and so isn't worth the budget price.

X-RATING: X

### ROTOX

ACTION 16 PREMIERE £9.99  
OUT NOW 16-BIT



A shoot'em-up using rotating backgrounds that looks good but doesn't play all that well. Oh, and it is a little on the slow side too!

X-RATING: XX

### SIR FRED

ACTION 16 £7.99  
OUT NOW 16-BIT

Typically French game, ie all graphics and no gameplay. You play a dwarved knight trying to regain your stature in a tired and extremely boring platform adventure game. Yawn, how tedious!

X-RATING: X

# BUDGET BO

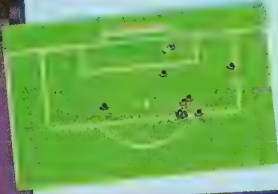
## FIRST DIVISION MANAGER

CODEMASTERS £7.99  
OUT NOW 16-BIT

It seems the world will never grow tired of the football management games. The latest arrival from CodeMasters sees you controlling any of the current teams in the First Division or, if you so wish, you can play in a Superleague with other European teams.

Taking charge of one of the biggest teams in the country is no easy feat considering the immense number of decisions to be made. Keeping the squad happy as well as getting results turns out to be a difficult task.

First Division



Manager is both challenging and well presented and although the sound is limited to simple crowd cheers for the goals and a whistle, not much else is needed in this style of game.

This makes a refreshing departure from the Dizzy-style products for CodeMasters and is a must for all avid followers of the football league.

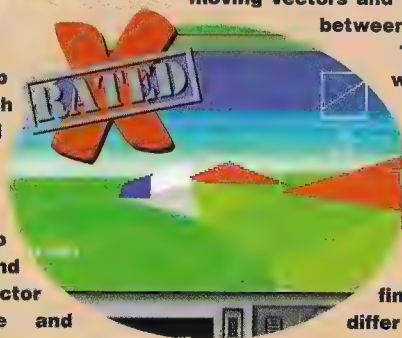
X-RATING: XXXXX

## THUNDERSTRIKE

GBH £7.99  
OUT NOW 16-BIT

Take a classic shoot'em-up called Defender, cross it with your average flight simulator, and you'll come up with Thunderstrike.

The basic idea behind this game is for you to fly around a vector landscape and protect a certain number of installations from an alien invasion.



Destroy all the enemy bases to complete each level. Presentation is spectacular with fast moving vectors and brilliantly drawn still screens between levels.

The sound too is excellent with plenty of loud blasting effects and a very atmospheric tune.

This is very different compared to your average shoot'em-up and is a lot of fun to play.

The only sore point I can find is that the levels don't differ enough.

X-RATING: XXXXX

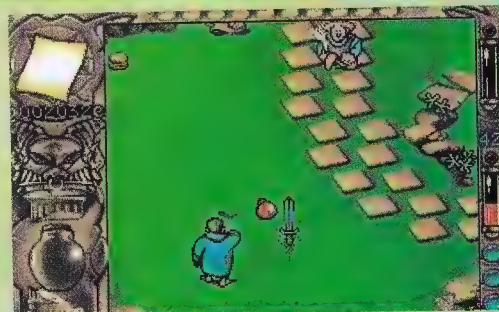
## MYSTICAL

ACTION 16 £7.99  
OUT NOW 16-BIT

First thing first; this game is French and therefore bound to be weird! You assume the role of an apprentice wizard who, by accidentally miscasting a spell, has lost all his master's scrolls. It falls to you to get them back before he finds out.

Not exactly the type of scenario you'd expect for a shoot'em-up, is it? This is a constantly scrolling vertical blast'em-up with loads of excellently drawn graphics and sampled sound effects.

Sadly there isn't much in the way of



gameplay and I can't really recommend it to anyone, unless you happen to be French!

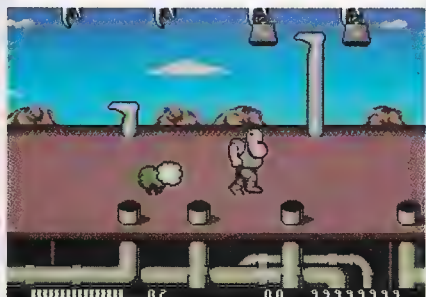
X-RATING: XXX

# NANZA

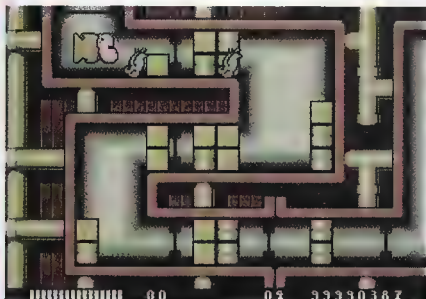
## MONTY PYTHON'S FLYING CIRCUS

TRONIX £7.99  
OUT SOON 16-BIT

Written by Core Design and based on the popular cult comedy series, this is a strong contender for the silliest game to ever appear on your computer.



Basically a platform shoot'em-up, you control Fred Gumby in the quest to find four lost pieces of his brain. On your travels you will have to thwart such hazards as dead parrots and the Spanish Inquisition.



Graphically this is very impressive and bears more than an uncanny resemblance to the classic animations of the series. The action is also interrupted occasionally with such things as 'How to recognise trees from a long distance'.

The sound is mostly sampled and, overall, this should appeal to all fans of the series despite the level of difficulty maybe getting the better of you in the end.

X-RATING: XXXXX

## RECOMMENDED

For those who may have missed our recent budget columns here is a brief run-down of purchases worth your while.

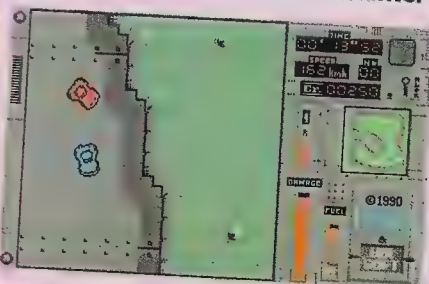
1. STUNT CAR RACER - KIXX £7.99
2. POPULOUS - STAR PERFORMERS £9.99
3. X OUT - KIXX £7.99
4. INTERNATIONAL NINJA RABBITS - MICROVALUE £7.99
5. BUBBLE BOBBLE - HIT SQUAD £7.99

## JUPITER'S MASTERDRIVE

ACTION 16 £7.99  
OUT NOW 16-BIT

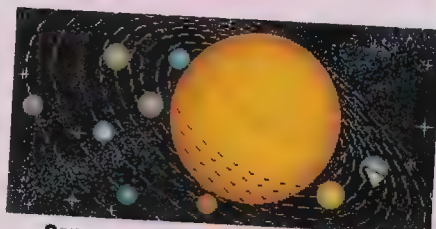
Jupiter's Masterdrive had the bad luck of being released at the same time as Nitro from Psygnosis which sadly overshadowed it.

It involves you racing around many circuits situated on the moons of Jupiter as you battle for the title of Masterdrive.



Each race consists of two sections, one race over a number of laps, and a collecting bonus section.

The graphics are well defined and the scrolling is smooth and fast. Perhaps the only let down for the game is the bonus section in one-player mode, although the fun two-player mode certainly makes up for it.



Some people love this game while others, like me, just can't see what all the fuss is about. Mind you, at this low price I find it hard to grumble.

X-RATING: XXXXX

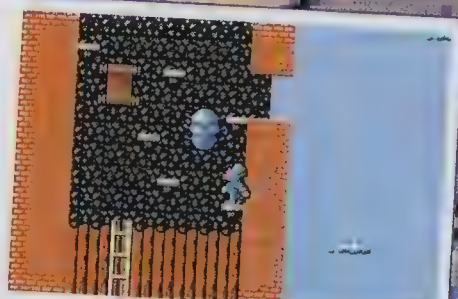
## JET SET WILLY II

SOFTWARE PROJECTS £9.99  
OUT NOW 16-BIT

The return of the classic platform game sees Miner Willy, star of Manic Miner, having to clean up his house after an all night bash he has just thrown.

His wife will stand no messing and, unable to suffer his immense hangover in peace, he must collect all the empty glasses and bottles from around the mansion before she'll retire to the bedroom with him.

His home comprises of all sorts of strange rooms and he has the world's greatest intruder prevention system known to man. Controlling Willy you must



retrieve all 156 glasses from their current locations and return to the master bedroom for your reward.

The controls are simple, Left and Right do as you'd expect and Fire Jumps, and that's it! Easy or what?

Graphically it has improved on the Spectrum original I know and love but the map of the house is identical, making progress rapid for those who have played it before. The only problem I foresee lies in the hugeness of the task, making completion seem impossible.

£10 is certainly not a steep asking price for such a classic game. Let the Willy jokes commence...

X-RATING: XXXXX

## IT'S ANOTHER WEIRDO

Please help me! I'm stuck on the excellent Another World. I have three queries, the first being how the heck do you get past the man who throws his lightning balls across the floor on level CCAL?

The second being how the heck are you meant to free your big hunky Japanese speaking friend on that level? And the third query is after you've nailed the bad Japanese speaking aliens which come either side of you at the bottom of the stairs, are you meant to fall down the big gap or something? **Richard Cooke, Middlesborough.**

**Dr X:** Well Dick, I almost had the same problem but I'm not as bad a games player as you. Firstly, in the catacombs, go right down to the bottom. Blast the triangular rock and dash past the falling rocks and nasties on the floor.

Blow a hole at the end and dash back, making sure to take the higher route when returning. Shoot the hanging bat, it'll dash off and be gobbled, then leap from stalactite to stalactite.



This is the split in the tunnel. The big problem is how the heck can you run to the other side without being pulped, as shown here. The answer - find out yourself

Get back up, do the water flooding routine, and then do what you're trying to do now. By the way, the fireball monster is easy to destroy. Before the three walls put up a shield, then edge forward and the shield will stop the guy shooting and he'll let off the balls. Run back, the door will shut, the ball will bounce and bye bye lumpy! Am I good to you Dick, or what?

## APING AROUND

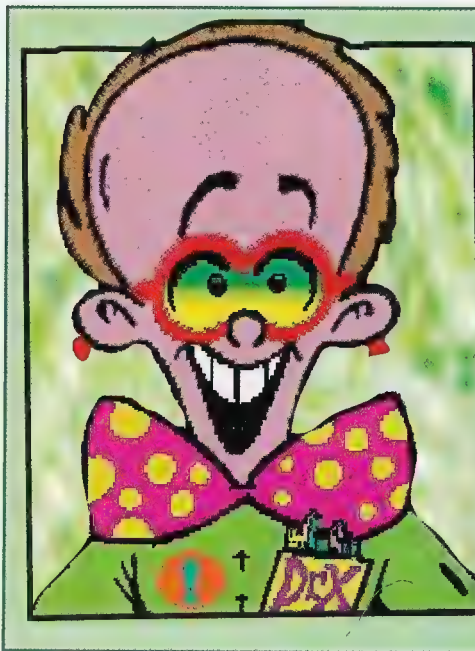
Please will you give me a full copy of the Secret of Monkey Island player's guide because I am very stuck and I love adventure games? So please, please will you give me The Secret of Monkey Island?

**Joseph Butler, Derby.**

**Dr X:** Hang on a mo, Jo. If you're stuck on Monkey



Brian is now a man, or thinks he is, being 18. Modest as always, he is all too keen on gloating over his Monkey Island player's guide which you're not getting



Island, why do you want a copy of the game? Mmm. I'll give you the benefit of the doubt, probably a typing error, but I'm in no mood for ambiguities, so I'm not sending you a player's guide.

If only people wrote more concisely then I wouldn't have this problem you know, so if you do want a reply to your individual queries then I recommend that you write in big letters explaining everything. At the moment, everyone's writing like they've never seen a pen.

## CRUISING FOR A BRUISING

I'm writing to you about Delphine's brilliant game, Cruise for a Corpse. I bought Games-X when it had the first part of the solution in it. I followed this and I went on further by myself to 1.20 pm. Here, having questioned everyone in sight, I think I am stuck.

The last major thing I found was the envelope in Daphne's bedroom with the newspaper cuttings in it. From there I talked to Rose on the upper deck and a number of other people who helped me proceed.

Perhaps you could tell me what I've forgotten to do or what I should do next as I'm soon going to lose my patience with this great game.

**PS** Could you please tell me when you're going to review or print the solution to Delphine's Another World?

**Ben Brockbank, Huddersfield.**

**Dr X:** I must congratulate you Ben, a query for Cruise for a Corpse which doesn't leave me as confused as the letter writer; nice, concise and to the point. Look out for our five page player's guide for Another World.

What you've got to do is visit the Father's cabin, take his pocket watch and examine it. Then pop outside and ask Julio about it. Visit Hector in his study, then chat to Father and Daphne. Go to the bar and ask Suzanne about Mercades.

Then ask just about everyone about her and you'll hear some juicy stories. That's all I'm gonna tell you for the mo, but it'll whet your appetite to get you further.

## LURKING HORROR

Please help! I've been stuck on the Infocom adventure, Lurking Horror, for years now and you're probably my last resort before I throw the darned thing in the bin. I'm halfway through the game and I'm stuck.

# DrX

Let me try something here. Relax. Look into my eyes. Breathe deeply. You're feeling sleepy. Count to 10. Your eyes are feeling heavy. You can't keep them open. Vacate your mind, I want to ask some questions. Repeat after me. I shall buy Games-X every week. Dr X is the best and I shall shout "hallelujah" at the mention of his name. If I have any problems, I shall right to him at: Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

I think I need to cut the metal bar behind the loose brick using the bolt cutters held by the urchin. I think I could get them if I can scare him with the severed hand. I've got the hand and can animate it, but I can't get past the creature in the dome.

**Louise Candelin, Bath.**

**Dr X:** Your problem shouldn't have held you back this long Lou, because the way around the problem is simple; simply throw something at it. The stone from



There's a lurking horror in the Games-X office. Rarely seen, I managed to snap this one night. A horrible sight, but there is a similarity to our young Alex. Hmm

early in the game is ideal, but anything 'chuckable' will do. Anyway Lou, you've got good taste in games although this is a trifle scary at times for me, but hang on in there.

## QUE?

I'm a teenager called Nziq (or words to that effect - X). I live in 'Costa del Sol', Portugal. (It begins with a C but if I can't read it - X). I've sold my Spectrum to buy a Mega Drive but unfortunately I can't find any games for it. Can you please send me some cool games because I have none? Your friend forever. **PS** Your magazine is incredible, the best. **PPS** Please excuse my poor English. **Nuni (?), somewhere hot, Portugal.**

**Dr X:** Juani, or whatever your name is, your English is good, but your writing is diabolical. It's nice to have fans overseas, but if I did want to send you something it would help to have an address, which I don't, so hop it. Have a glass of port and grill a school of sardines to cheer yourself up.

# ALWAYS LOOK ON THE BRIGHT SIDE OF LIFE



## WIN A BOXFUL OF FOOTIE GOODIES

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Thanks to US Gold and Software 2000 you can become a living legend by assuming the role of The Manager. Over the years there has been a lorry load of football management games but The Manager has to be one of the best ever.

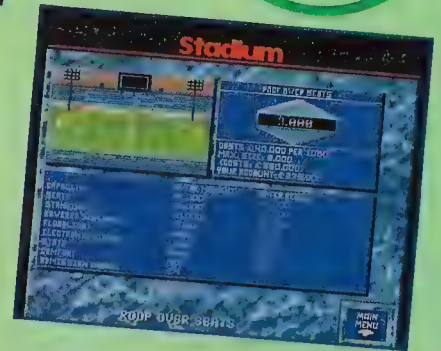
The game can be played by up to four players and features every club in the English league, not to mention all the European teams too!

### PLASTER YOUR WALL

To celebrate the release of The Manager we're offering you the chance to win a boxful of footie goodies. Simply answer one question and send the answer to: Football Crazy Compo, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP, before 5th March. Good luck!

Question: US Gold's offices are in Birmingham. Which of these football clubs is the closest to them?

- a. Tottenham Hotspur
- b. Aston Villa
- c. Liverpool



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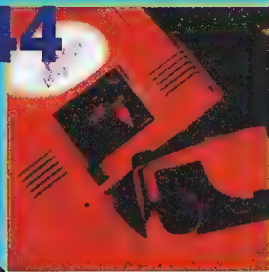
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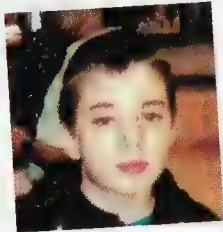
The curtains have finally closed on our Pacmania challenge (a big awhhh!) and this week we are proud to announce the overall winner of the superb Mega Drive while paying a return visit to Software City down in Walsall.

## PACMANIA CHALLENGE WINNER RECEIVES HIS MEGA DRIVE

# STREET TALK

David

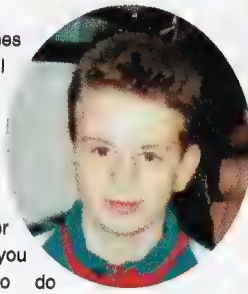
**M**y Christmas present was a Sega Master System and I've also had a Spectrum for a couple of years now. I've got Super Tennis and lots of football games. The only problem is that they're very expensive and so you have to save and save for absolutely ages to buy anything. I still get stuff for my old machine too.



As far as magazines go, I often buy Sinclair User but the Sega ones are not really my cup of tea and neither do they come cheap. I've been watching Gamesmaster every week and really like it; the idea is novel and it makes a change to see a show dedicated solely to computers.

Vic Goflend

**I** do enjoy sports games and have got football and wrestling games on my Atari ST which I've had for almost a year now. I don't mind adventures either.



I like Manchester United Europe where you get the chance to do goalkeeping and the such like, while Silent Service is good 'cause you can go underwater.

I'm in here having a look at Bart Simpson which I've almost made up my mind to buy. I borrowed it from a friend and really liked it.

I've seen Gamesmaster a few times; the general idea behind it is alright and most of the reviews are up to scratch as well.

Stephanie Lloyd and Nicky Lloyd

**I** much prefer 4D Sports Driving to Grand Prix on our Amiga, that is when I manage to get the chance to play. I've got Microprose Golf but I suppose I prefer the older style of games rather than more modern releases. Nicky adores the Lemmings Intro.



John Foster

**M**y Spectrum was a Chrissie present two years ago and football games such as Kick Off are good to have a bash at. I make a point of looking around for budget games rather than the full priced.



Jeremy Allen

**I** own both an Amiga and a Mega Drive with my favourite game at the moment being John Madden '92. On the Game Boy I quite enjoy getting to grips with Super Marioland and, of course, Tetris, frustrating as it may be.

I've had my Amiga for about two years now but since the Mega Drive is my most recent purchase I use that the most.



Robert Smith

**S**onic and Golden Axe immediately spring to mind when talking about great games on my Mega Drive which I've only had for three or four months.

Before that I had a Commodore 64, that takes me back a few years. I've got tons of stuff for it which I still use now and again for old times sake although it's taken a back seat now. I'm always on my new toy!

Matt Bradley

**R**acing sims such as Indy 500, which is brilliant, and flight sims are pretty good on the Amiga. I'm probably going to have a look at Microprose Golf 3 when it is released, out of curiosity really. I've had a gander at the consoles but when it comes down to it I think I'd opt for a PC instead although it does involve parting with mega money.



**T**he Pacmania Challenge has ceased to be. This week, the overall winner, Tariq Abdu, was presented with the exceedingly wondrous first prize, a brand spanking new Sega Mega Drive. Indeed, it was at Software City in Walsall where he set his high score way back in Issue 34. His total of 80,040 points proved unbeatable, and we all wish him many happy future hours of gaming pleasure.

## SHOP TALK

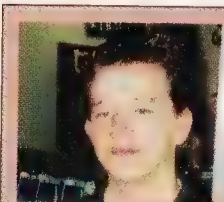


### The ones that sold the most

Alfonso and Darren

**T**he Amiga is definitely the most popular computer followed by the Mega Drive and then the IBM. People say the Master System is dying off a lot which I suppose is true, and the same can be said about Nintendo although it's still hanging on in there, but the Game Boy and Game Gear are both doing well.

- 1 .....Microprose GP
- 2 .....WWF
- 3 .....Streets of Rage
- 4...Sonic the Hedgehog
- 5 .....More Lemmings
- 6 Jimmy White Snooker
- 7 .....Road Rash
- 8 .....Populous 2
- 9 .....Robocod
- 10 .....Dizzy Collection



John White

**G**rand Prix, which I'm playing at the moment, Robocop 3 and Utopia are top of my list right now. I like full price games and have bought practically everything.

As for arcade products, driving games and flight simulators in particular - MIG-29, Super Fulcrum, Strike Eagle 2, F-19 and the like are great, as is 4D Sports Driving, but I'm not keen on other types of games.



# CYBER ASSAULT

Two years ago when undertaking the project, the safe bet for game designers was to produce rear-view, car race titles and cutesy platform games.

But ARC was perceptive enough to realise the potential of the visual effect. Fast moving, low-level scrolling was first seen in the likes of Paul Woake's classic Mercenary, Telecomsoft's Sentinell and Microprose's Realscape series such as Dark Side.

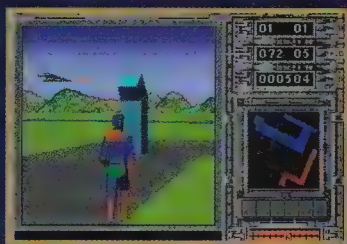
All these projects had one thing in common - they were viewed from a first-person perspective, ie as if one was piloting from the cockpit of a hovercraft or some similar low-level floating vehicle.

The inspiring thing about Cyber Assault is that you can view this world through the eyes of a real, visible being, thereby enhancing the RPG potential of a ground level, 3D scape-scrolling world.

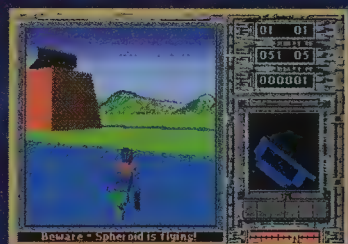
The project designer first devised the technique by videoing his athletic nephew, running, trotting and walking.

His next step was to digitize the movement of the muscles, bone

*ARC, Atari's game production department and an adventurous vector 3D project to boot, is proving to be a real eye-catcher even in the early stages of development.*



The 3D isometric landscape can be viewed from directly behind his head...



or from a distance. You can see more of the terrain the further away you are



structure and general body position as he moved across the ground.

The team's next objective was to work on a 3D world and the human figure was introduced into the harmonious human world.

The visual effect was uncannily similar to that being achieved in the field of Virtual Reality.

Using the engine it doesn't take a genius to see that it is possible to modify Virtual Reality-style entertainment to home computers.

## RUN RAGGED

Gameplay had yet to be decided upon but the obvious choice is an assault course of obstacles and enemy forces because of the athleticism of the figure.

Still in development, the game world currently consists of a series of pathways, various buildings, rivers and terrain detail as well, with unavoidable obstacles strewn around the landscape.

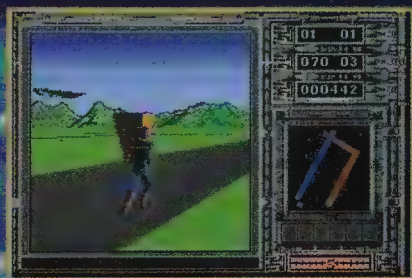
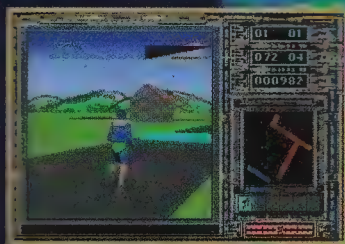
Opponents such as snakes, vultures and sharks attempt to maim your athlete.

The most constructive way to look at Cyber Assault is that it has exciting potential as a Virtual Reality-style game.

If the technique which can enhance and personalize role-playing is taken to a new level of involvement, then surely Cyber Assault shows real promise.

# Sneaky Peek

Separating, digitizing and animating the images enables the 3D vector human form to move realistically at any speed.



# Sneaky Peek

# RACE DRIVIN'

*Fancying himself as a bit of a driver, Jason Spiller takes an exclusive look at Race Drivin', Domark's sequel to the best selling driving simulation, Hard Drivin'.*



**T**he advanced vector-graphic technology of Atari's arcade phenomenon, Hard Drivin', sets new standards of speed and realism in car-racing.

The transition to 16-bit was nothing short of miraculous, but when a new technique is introduced to a well-known, much-loved theme of arcade entertainment such as car racing, there's always teething problems which critics gleefully pick holes in.

This was the case with Hard Drivin'. While the vector-graphics created smooth and swift visuals, making conventionally bitmapped racing games look like three-legged tortoise races, the handling of the car

really left a lot to be desired. Simply put, the awkward steering really had to be improved!

The technology was certainly there, now all the Tengen development team had to do was make the steering more realistic and easier to master.

## STUNTS AND SPEED

On first inspection, the current project, Race Drivin', is very promising indeed. If Hard Drivin' was designed as a semi-serious driving simulation with the odd thrill and stunt thrown in, then it's quite obvious that Race Drivin' has been built totally for fun.

The team has expanded considerably on the theme, using the

fully-harmonious 3D vector-graphic environment which made the original so noteworthy. There are four tracks in Race Drivin' which fall into two categories, Stunt and Speed.

An example of Stunt is Super Stunt Track which features such driving dilemmas as corkscrews and underpant-soiling loop the loops, some of which have a section taken out of the apex for good measure.

The Auto Cross track calls for a completely different style of driving as you take on the pace car over rough ground and impossible corners, very much like a rally cross.

## PHANTOM PHOTON

Gear change is much as the same as those found in Hard Drivin' with gear stick shifting and simultaneous firebutton pressing crunching through the gears.

There's a selection of motors to choose which go under the loose description of Sportster, Roadster and also Speedste.

Although each has its own idiosyncrasies, the general handling of the car is far more appealing and easy to get on with.

Another new and rather ingenious feature is designed to get around the lack of a simultaneous two-player option when using only one computer.

This is called the Buddy Race,



Navigator, "Coming up is a medium left-hander, third gear, about 60 mph." Driver, "Are you quite sure...?"



As you can see, this track holds enough challenges for even the best drivers

which replays your fastest lap showing a phantom car racing against your opponent who can aim to beat your best time.

However, there is also a two-computer link-up or simultaneous head-to-head option.

The old favourites are featured in Race Drivin', such as the appearance of the now famous Phantom Photon to compete against and of course those mooring vector cows.

There also appears to be a far greater variety of vector objects both off and on the road which really add to the visual experience.

The speed of the vector graphics in Hard Drivin' was remarkable but it

was well named, because the awkward steering controls made it extremely irritating to play.

Race Driving is even faster than the original but the controls are at last up to scratch.

Now the graphical technique is matched by more exciting gameplay, for greater variety and easier-to-master driving controls.

Race Drivin' benefits hugely from the sheer speed of the graphics, and the crazy tracks make the game even more spectacular than its groundbreaking predecessor.

Look out for Race Drivin' in late March on ST, Amiga and PC, published by Domark.

Despite the helpful road signs, the track's challenges will remain tough. However, the improved control system of Race Drivin' will mean that frustration should be kept down to the level of a damn hard game!



**W**hile the rest of the game industry concentrated on the destruction of alien races or the fastest lap in car race games, young game designer, Toby Simpson had the idea of putting us at the top of a global industry.

Global Effect, as its name implies, simulates the conflict of interests between the natural human instinct to progress and that most essential priority, the balance of the environment.

The game is designed to simulate the interaction and conflict of economic, industrial and military might.

A player can choose to tackle specific real-life problems such as global warming, industrial pollution or plotting the economic or military race for world dominance.

Alternatively, you can choose to build civilization in a new and unique world environment with totally unknown outcomes.

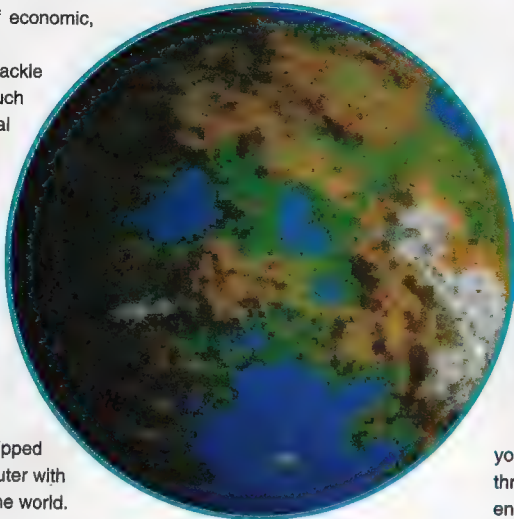
### CREATE A NEW WORLD ORDER

You arrive on a planet, equipped with a vast and powerful computer with command over any aspect of the world.

The next decision is ultimately important. How will your influence change this world?

You can gain access to any part of the globe to survey the islands, continents, coastal regions, desert, forests and mountains.

The overall objective is to build



whole civilizations against all odds. These odds are the very aspect which maintains modern civilization and so, inevitably, you come up against a constant conflict of interests. There are three types of game scenario.

The first is saving a world in which

you must solve a man-made crisis which threatens civilization and the environment. Alternatively, there's a more aggressive dictator role in which you compete to dominate the world by either economic or military initiative.

But the most open-ended scenario is the 'Create a World' option in which your objective is to build and maintain civilization on planets with a variety of different environments, and you can even

set your own parameters. Whether save, create or rule with an iron hand, your obligation is to maintain the environment and to protect and sustain life.

You will need to explore, which you can do by moving around the terrain and you will learn how to identify, extract and use resources.

Then the task of growth will have you planning, plotting and then building cities, developing technologies as well as planting and clearing forests.

But whatever you do, you will have to balance the equilibrium of the world environment.

### OIL IN THE GULF

There are many scenarios, such as Post Nuclear, in which you must drag civilization out of a nuclear winter and Post Industrial, which places you in a world almost totally destroyed by industrial pollution.

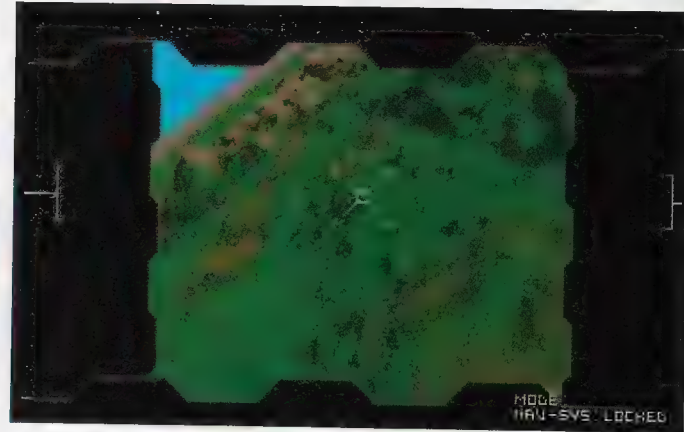
In both of these you must re-establish the balance of the environment. There's even a world that is spent and barren from continuous farming and harvesting, and by careful management you must regain the existing civilization and maintain it.

As a usurper, intent on global rule, you must compete against and defeat a rival with similar industrial or military objectives, but your computer competitor will be intent on domination at all costs to the environment.

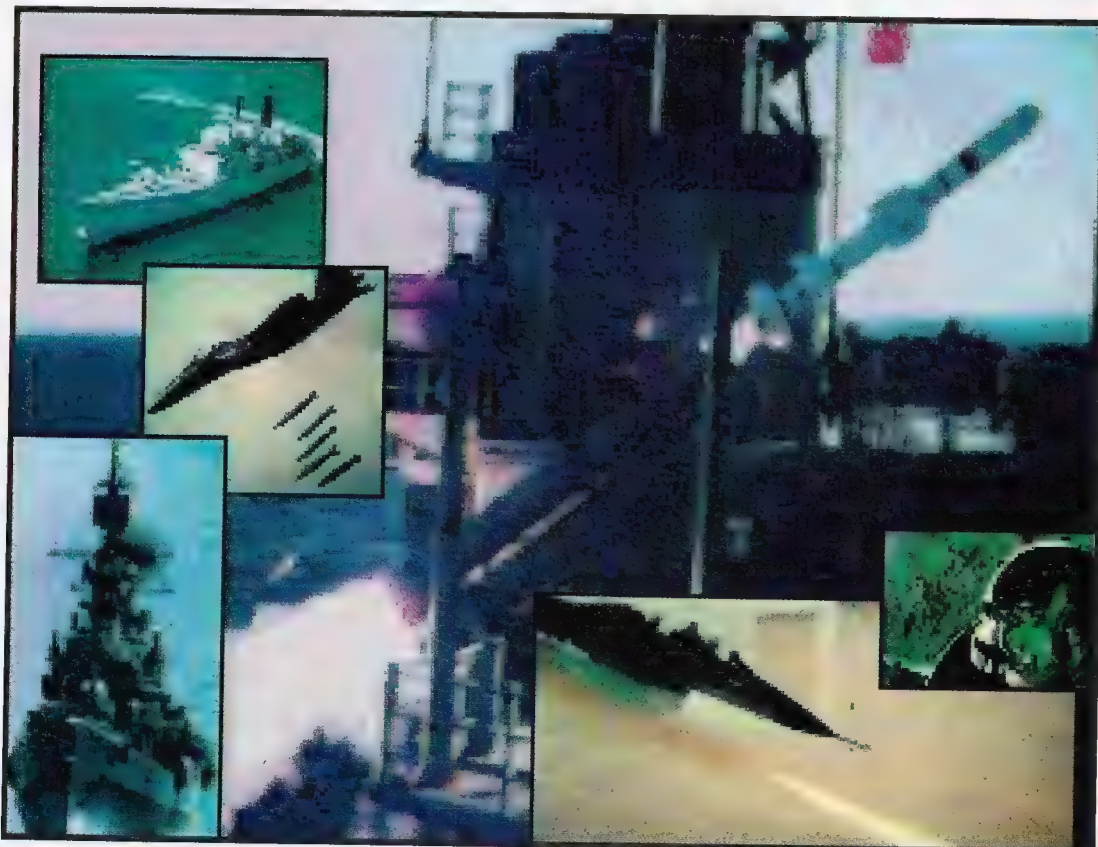
A military initiative may have you guarding your people while ensuring that you have sufficient resources to preserve your environment. An interesting similarity is the damage done by the deliberately torched oil wells in the Gulf.

If you choose to create a world, you begin with a green field planet with varying geographical and environmental characteristics, requiring many different

# GLOBAL



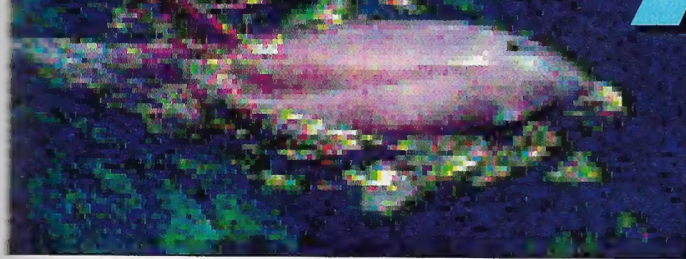
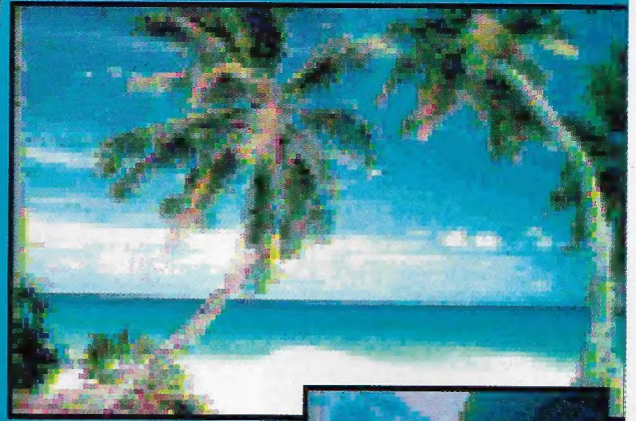
The many and varied weapons of war are familiar to all game players, indeed most will have played one of the multitude of simulations available. However, they all take a heavy toll on the environment. Now you have a chance to play a more responsible role while attempting to rule the earth



# EFFECT

*For 200 years, industry of all kinds has caused immense damage to our planet. But it is only recently that we have attempted to address the situation – is it too little too late? Global Effect from Millennium challenges you to advance the human race, and yet keep the balance of nature. Jason Spiller reports.*

## Sneaky Peek



strategies and initiatives in the pursuit of establishing and preserving civilization.

Global Effect is perhaps the most thorough and realistic civilization game ever produced.

It takes real aspects of human cultivation and industrial effect, and turns it into a game which can best be

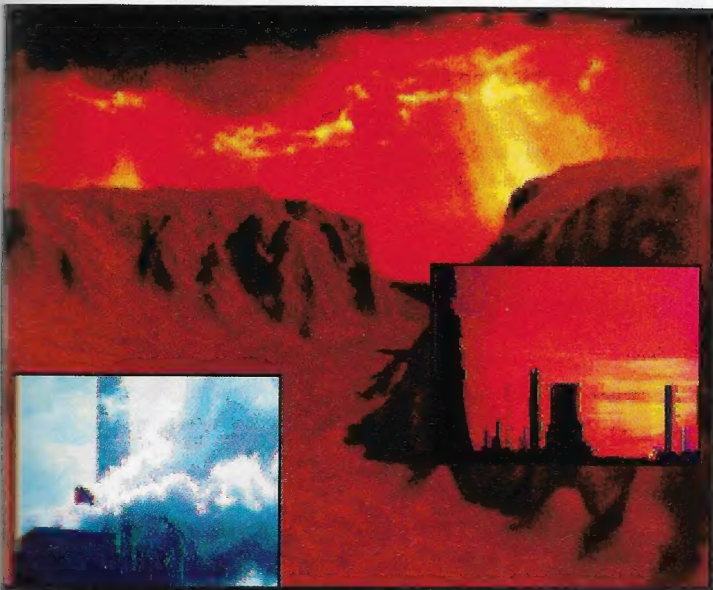
described as a 'planet care-taker game'. We are all merely caretakers of this planet, not owners!

It's chillingly realistic! Will we have the initiative to make this world a safe place for our children and grandchildren?

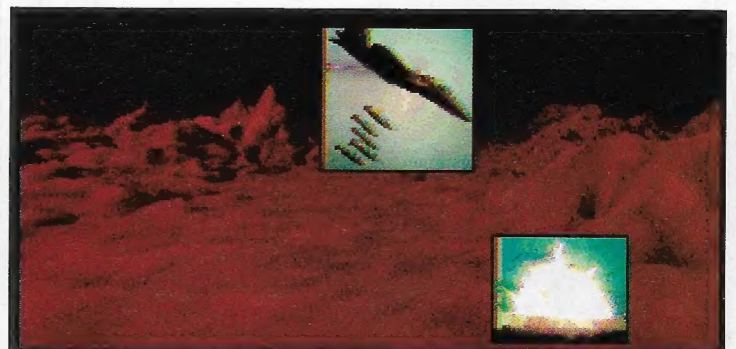
There's an awful lot to be learnt from Global Effect!



You launch a joint air and sea attack on an enemy installation. However, you wouldn't consider using tactical nuclear weapons for the obvious environmental reasons. Or would you...?



It is a little known fact that many of our fantastic sunsets are caused by atmospheric pollution – some of it caused by volcanoes and such like, but a lot of it by the industrial nations



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Uncle X has his finger on the pulse of your needs. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

# X-IT

## WHOOPS

I'd be grateful if you could answer the following question...

● When the English Super Famicom is released in England will it be identical to the American Super NES ie will it run imported American software without an adapter?

**Marc Loyeau, Witney, Oxfordshire.**

The Super NES which is to arrive in the UK will be the Japanese version of the Super Famicom and not the American version as it said in X-it last week.

Rumour has it that the Super NES will not be able to run existing Famicom software because of a security chip, which is predominantly designed to stop grey imports of games from the States.

However, as with Sega, it is likely that someone will produce a security decoder cartridge so that Stateside-produced software works with the new machine.

## GET REAL

I would be grateful if you could tell me a bit about Virtual Reality. How much does it cost? Where can I get it from? and what games etc can I get to go with it?

**Jeff B.**

Well, if you've got in the region of

£17,000 under your mattress a basic Virtual Reality system could be yours. Failing that VR is spreading throughout the country. So get down to a arcade, you may be lucky.

The variety of games available for Virtual Reality machines is increasing all the time. Last week John and Scoop went off to Goosegate in Nottingham to test the first RPG game on the system. It is called Legend Quest and they haven't shut up about it since. In fact Scoop is convinced he's still an elf - the tights aren't very flattering though, but he'll hear nothing said against them! Keep your eyes on Arcade Extravaganza for more info.

## A TOUCH OF COLOUR

I've got loads of questions for ya!

1. Is the game Steg going to come out on the IBM PC? If so, when and for how much dosh?

2. You know that colour Game Boy you were talking about on the first page of Issue 40. Will it take the old Game Boy's games and if so will it convert them into colour?

## HIGH AND MIGHTY



What's your damage? (Excuse me? - Unc.) Since you've got the brains of a constipated rhinoceros, in Dr X's own words, (Look Dawn, this letter isn't shaping up too well - Unc) it would be nice of you to send me a T-shirt.

My brother is Neal 'Master of all Games' Wright and he said he wasn't gonna grovel. Well guess what, I will (things are looking up - Unc). I just wanna see the look on his face if I get a T-shirt and he doesn't.

So please x1,000 send me one and in return you get a beautiful photo of me (beautiful? You're so funny - Doc) to adorn your tacky wallpaper with. What is your wallpaper like? Maybe it's the old Paisley green stuff?

**Dawn 'Miss High and Mighty' Wright, Cranbrook, Kent.**

A constipated rhino indeed! Which planet are you from? You cannot possibly expect me to send you anything, least of all a T-shirt. Also there's nothing wrong with green Paisley wallpaper, it's been in the family for years.

I suggest that you go away and learn some manners and then write again. Oh, I didn't think much of your grovelling either.



## SCALES OF JUSTICE

Recently, there have been letters from people who are considering buying an Amiga or an Atari STE. Each time you have said that the Amiga is better in all departments.

This is true if you are talking about the FM, but the new E has exactly the same 8 channel stereo sound and hardware scrolling and blitter as the Amiga.

The STE also runs slightly faster and costs less, but the best thing about the machine is that it is easier to program on and has brilliant built-in MIDI capabilities. I would be most grateful if you would do more justice to the STE.

PS What is the point of people asking for a T-shirt when they don't get one?

**Lewis Haag, Bingley, W Yorks.**

What has been said in the past about the STE is that no matter what the machine's capabilities software houses do not take advantage of its enhancements as far as games are concerned.

OK smarty, so I may have neglected the other areas you have mentioned, but any previous letters were looking at an STE primarily as a games machine.

Not particularly bright are you? When someone asks for a T-shirt they don't know that I'm going to say no. Sometimes I'm incredibly generous and send them the desired item, just like now!

3. Do you know when Mario's going to hit the screens of the wicked PC.

PS I wouldn't mind a T-shirt.

PPS Dr X is very annoying.


Name .....

Address .....

Post code .....

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

**FREE!**

PPPS Please print this otherwise I might have to send a match-box through your letterbox, full of man-eating killer peanuts.

**Michael Matthews, Beaconsfield, Bucks.**

No, no not the peanuts, anything but the peanuts!

1. There are no plans as yet to bring Steg out on the PC. So you've got two choices: Wait for the PC version to appear, or go and buy another machine.

2. The new hand held will be able to run the old black and white Game Boy carts. As for them being in colour - nice idea... but 'fraid not!

3. We've only just heard the rumour that Mindscape has gained the rights to bring Mario onto the Amiga.

As for the Italian plumber being available on the PC, no one is letting on at the moment, but it is unlikely.

### OOO PRESSIES

First I'd like to say your mag is superb and although it's quite a while ago, I'm going to tell you what I had for Christmas: Moonstone, Eye of the Beholder and Alien Breed. I also got an upgrade for my Amiga as well.

Now I've got to the bit where you answer my questions. (I knew the fun had to end - Unc.)

● Is it true that US Gold have earned the rights to bring out Sonic on the Amiga?

● Pleease could you send me issues 20 and 21? Go on I really need them.

● What is the best, Lemmings or Oh No! More Lemmings on the Amiga?

PS I won't ask for a T-shirt because that would be greedy as I have asked for those magazines.

**Dean Ealey, Waterloo, Liverpool.**

Sonic will eventually appear on the Amiga, US Gold cannot however begin work until Sega gives the go-ahead, when that will be is anyone's guess.

Oh No! More Lemmings! was bought out primarily as a data disk to keep Lemmings enthusiasts busy while they were waiting for Lemmings II to arrive. It consists of 110 extra levels which do get extremely difficult. Don't say you weren't warned.

Well if you really need those issues who am I to stand in your way, they're in the post.

### EMERGENCY AID

I've got a Lynx and I'm desperate to get a magazine which is exclusively for my machine. I mean there are loads of mags for Amiga owners and the same goes for ST owners and PC owners. Please, please, please help me.

**Roger Jameson, Lynxville, Lynxshire.**

Considering the amount of queries of this nature we've received recently, it seems Lynx owners are getting restless and are on the verge of revolution.

Last week someone asked about the mag Atari Lynx User, we hadn't heard of it but news has reached the office that this mag does in fact exist. It's a fanzine now up to issue four which is filled with reviews, tips and news about the Lynx.

It costs 85p plus postage and packaging, or 50p if you include a SAE. So if you're interested write to 11 Montgomery Drive, Spencers Wood, Reading, Berks RG7 1BG.

### TEAM TALK

John has finally returned to the office looking fit and well after three days of illness. Part of this suffering involved going to see Freddy's Dead at the cinema! Nothing like wasting money to cheer you up.

Fungus has been injured again, this time it is his darling right-hand ring finger that has been got at. Well, he just won't be told not to play stupid games with big nasty roughie-toughie boys on Saturdays.

The delicate sport of Ten-pin bowling has become all the rage in the office at the moment. The arrival of League Bowling on the Neo Geo has made us all bounce mightily about the place with excitement and joy - even Alex was forced to raise a smile!

**Dear Mr or Mrs Newsie,  
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# NEXT WEEK

out Thursday 20th February

★ Your first look at Parasol Stars from Ocean, and also Accolade's Test Drive 2 is exclusive to GX



★ More hints and tips than you ever thought possible in our Bonanza Brothers player's guide  
★ If money is a scarce commodity then take a look at our double helping of budget releases  
★ Head for the future with Buck Rogers on the Mega Drive  
★ Find out what they're playing at Microman in Preston

Contents are subject to change

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### PUBLISHED BY

**Europress Interactive Ltd,**  
Europa House,  
Adlington Park,   
Macclesfield,  
Cheshire SK10 4NP.  
Tel: 0625 878888  
Fax: 0625 876669  
Printed by BPCC, Colchester  
Distributed by UMD,  
tel: 071 700 4600

Games-X original concept and design by Hugh Gollner

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STORM



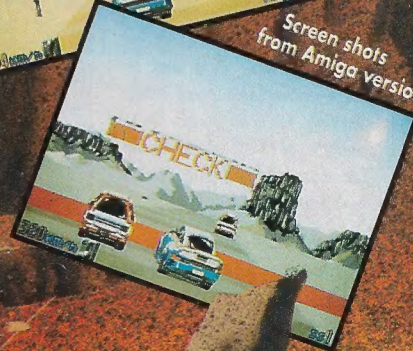
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Screen shots from Amiga version.

"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action

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Available: January 1992  
Amiga £25.99 • Atari ST £25.99